

SDHXCS Enrichment Classes (才艺课)

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| Subject (科目): Please select one of the categories | __ Art __ Music __ Sports __ Math __ Chess <u>X</u> computing | | |
| Course Name (课程名称): | 3D Game Development using C# (Unity) I (Fall 2014) From 2pm to 3:30 pm | | |
| Teacher Name (教师姓名) | Zack Freeman | Phone | 7606878960 |
| | | email | info@bitssmart.com |
| Teacher's background and brief (教师及其简介): | <ul style="list-style-type: none"> • Bitssmart Instructor • Bachelors of Science in Game Programming, Development, and Design, Cum Laude Coleman University | | |
| Course brief and Description (课程简述): | Students learn intensive video game creation, visualization and production. They will use the latest software, hardware and development tools to create concepts and prototypes for 3-D video gaming. This class also serves as an introduction to programming concepts. | | |
| Course Objectives (课程目标): | ~ Build basic games in Unity3D using C# and MonoDevelop ~ Become familiar with and understand scripting and programming ~ Understand the syntax of C# ~ Understand and utilize the basics of state machines ~ Learn how to create classes and utilize inheritance to create robust classes ~ Be familiar with the Unity Pipeline ~ Be familiar with the design life cycle for application development ~ Learn the basics of level design and utilize the basics of level design | | |
| Pre-requisite/Student Ages (先决要求/学生年龄要求): | Age: 11-17 | | |
| Student Evaluation / | | | |

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| Presentation (评分方法 (演出、比赛、展示等)): | Project Demonstration. | | | |
| Maximum Number of Students to be Enrolled (最多招生人数限制): | 20 | | | |
| Course Fee (报名费 / 学费): \$285/10 weeks | Registration & material fee | \$0 per year | Special course fee | Do not fill |