

# Syllabus

**Code:** GAME 105

**Title:** Introduction to Unity 3D

**Institute:** Humanities

**Department:** Art

## **Course Description:**

This course will introduce students to the Unity 3D game engine. Students will be able to create a simple game using primitive shapes and assets. Students will be asked to create simple scripts for interactivity and actions within various game scenarios.

**Prerequisites or Corequisites:** A grade of "C" or higher in DIGM 121, COMP 126

**Credits:** 3

**Lecture Hours:** 3

**Lab/Studio Hours:**

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**Required Textbook/Materials:** 2 USB storage devices (one to backup all files); a binder for handouts and notes

## **Additional Time Requirements:**

For information on Brookdale's policy on credit hour requirements and outside class student work refer to [Academic Credit Hour Policy](#).

(Identify open lab or other activities that are required if applicable)

In addition to class time, students will need to dedicate approximately 6-9 hours per week to working in the computer studio. This time will be essential to the successful completion of course objectives. A learning assistant will be available during regularly scheduled lab hours to work with students. (Refer to the lab schedule.)

## **Additional Support/Labs:**

See <https://www.brookdalecc.edu/academic-tutoring/>

## **Course Learning Outcomes:**

Upon completion of this course, students will be able to:

1. Demonstrate an understanding of the elements of game design
2. Import assets into a game engine
3. Write simple scripts to generate interactivity.
4. Export files to generate a playable game.

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## Grading Standard:

### **Grading Policy for Art Department Programs:**

A student enrolled in an Art Program must maintain a grade of C or better for all courses required in that program. If a student receives a D grade in a required course within a program, that course must be repeated.

### **Grading for all Art Department Courses:**

A student must earn a C grade or better in a prerequisite course in order to register for a course at the next level.

<u>Grades</u>		<u>Grade Points</u>
A	Excellent	4
A-	A-	3.67
B+	B+	3.33
B	Good	3
B-	B-	2.67
C+	C+	2.33
C	Satisfactory	2.0
P	Satisfactory or better	Equal to a C or better; no grade points assigned
D	Marginal	1.0
F	Failing	0
AUD	AUDIT	
W	Withdrawal	

Students will be asked to complete assignments and projects. Projects will be assessed via class critique and rubrics. Please see the individual Instructor Addendum for grading guidelines.

## Course Content:

### **Unit 1**

3D Coin Collection game

Students will use pre-built assets to create a 3D environment where a simple character moves through a simple environment and collects coins.

This will teach students to import assets, and write scripts to control a character and to count

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objects

## ***Unit 2***

Maze game

Students will be given pre-built assets and asked to create a slightly more complicated game using colliders and a playable character. This will teach students to work with a character controller, simple lighting, and basic materials.

## ***Unit 3***

Shooting game

This will build upon skills learned in previous units. In this game, students will be asked to create a character capable of firing a projectile. This will introduce students to a more complex script, capable of calculating vectors.

## **Department Policies:**

### **Art Department Policies**

#### **Attendance Policy:**

Students may receive a failing grade in Art Department courses after three absences.

#### **Lateness Policy:**

Students will not miss more than 15 minutes of a class. This includes arriving late to a class or leaving class early. If a student misses more than 15 minutes of a class he/she will be considered absent.

## **College Policies:**

As an academic institution, Brookdale facilitates the free exchange of ideas, upholds the virtues of civil discourse, and honors diverse perspectives informed by credible sources. Our College values all students and strives for inclusion and safety regardless of a student's disability, age, sex, gender identity, sexual orientation, race, ethnicity, country of origin, immigration status, religious affiliation, political orientation, socioeconomic standing, and veteran status. For additional information, support services, and engagement opportunities, please visit [www.brookdalecc.edu/support](http://www.brookdalecc.edu/support).

For information regarding:

- Academic Integrity Code
- Student Conduct Code
- Student Grade Appeal Process

Please refer to the [student handbook](#) and [catalog](#).

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## **Notification for Students with Disabilities:**

Brookdale Community College offers reasonable accommodations and/or services to persons with disabilities. Students with disabilities who wish to self-identify must contact the Accessibility Services Office at 732-224-2730 (voice) or 732-842-4211 (TTY) to provide appropriate documentation of the disability and request specific accommodations or services. If a student qualifies, reasonable accommodations and/or services, which are appropriate for the college level and are recommended in the documentation, can be approved.

## **Mental Health:**

24/7/365 Resources:

- Monmouth Medical Center Psychiatric Emergency Services at **(732) 923-6999**
- 2nd Floor Youth Helpline – Available to talk with you about any problem, distress, or hardship you are experiencing. Call or text at **888-222-2228** or visit the website at <https://www.2ndfloor.org/>

Faculty Counselors:

- Students who need to make an appointment with a faculty counselor can do so by calling 732-224-1822 (non-emergency line) during business hours. Faculty counselors are licensed mental health professionals who can assist students and refer them to other mental health resources.

## **Diversity Statement:**

Brookdale Community College fosters an environment of inclusion and belonging. We promote a safe and open culture, encourage dialogue respecting diverse perspectives informed by credible sources, and uphold the virtues of civil discourse. We celebrate all identities with the understanding that ultimately, diversity, equity, and inclusion cultivate belonging and make us a stronger Brookdale community.

*\*The syllabus is intended to give student guidance in what may be covered during the semester and will be followed as closely as possible. However, the faculty member reserves the right to modify, supplement, and make changes as the need arise.*