



SYLLABUS

Game 135 501 Game Engine Scripting
3 Credit Hours
Valencia Business & Technology 107
Fall 2015
MW 1:30 - 2:45 PM

John Church	Instructor Office Location: N/a
jlchurch@unm.edu	Instructor Office Phone #: N/a
Instructor Office Hours (days/times/location): N/a	

CATALOG COURSE DESCRIPTION: Game scripting programming languages with emphasis on game concepts and simulations directly related to game engines, both commercial and open source.

PREREQUISITES AND/OR CO-REQUISITES: 151L

COURSE RATIONALE: Teaches up to date techniques and skills in the world of 3D for use in many ways of multiple fields including: Video effects, simulation, game effects.

COURSE TEXTBOOK AND MATERIALS: No Requirements

PROGRAM STUDENT LEARNING OUTCOMES: Students should have knowledge about engine simulations and matinee cinematics for use in games and visualizations.

METHODS OF INSTRUCTION: Lecture based with assignments turned in online.

METHODS OF EVALUATION: Students will be graded on quality of work, class participation, attendance, and work ethic.

GRADING POLICY: The majority of grades will come from projects worked on during the semester, and the final exam will be a cumulative project using everything we've learned.

- Attendance - 10%
- Projects - 70%

- **Final - 20%**

An S grade is a grade satisfactory to the professor and is normally equivalent to the letter grade of C or higher. A course for which only CR, but no letter grade, is given and a course in which an S or PR grade is earned may be counted toward graduation but is not computed in the grade-point average. In computing the overall grade-point average, the total credits in which grades of A, B, C, D, or F have been assigned is divided into the total number of grade points earned.

CLASSROOM MANAGEMENT: Students will be respectful of others and themselves, are expected to attend all classes on time, and turn in work assigned. Projects that are turned in late will be penalized. I will offer any help needed and give honest feedback for students. If special circumstances arise, I will do my best to work with the student and their schedule.

IMPORTANT DATES TO REMEMBER

A class schedule can be found online on the course UNM learn page. (Blackboard)

Fall 2015 Semester Deadline Dates

Late registration fee of \$30 will be assessed if initial registration is on or after the first day of the semester

LAST DAY DEADLINE FOR FALL 2015. AFTER THESE DATES FORMS ARE REQUIRED.

	Full Term (16 weeks) Aug 17 - Dec 12	First Half (1st 8 weeks) Aug 17 - Oct 10	Second Half (2nd 8 weeks) Oct 12 - Dec 12
Registration opens	See eligibility dates		
Senior Citizen special tuition rate registration opens	17-Aug		
Payment plan due dates	Payment plan information		
Enrollment Cancellation for non-payment	28-Aug		
Last day to add classes and change credit hours online on LoboWEB	28-Aug	21-Aug	16-Oct
Last day to change grade mode on LoboWEB.	28-Aug Form	21-Aug Form	16-Oct Form
Last day to Withdraw without "W" grade and with 100% tuition refund	4-Sep	28-Aug	23-Oct
Last day to add sections or change credit hours with form, \$10 per transaction, thereafter \$75.	28-Aug Form	21-Aug Form	16-Oct Form

Last day to petition for In-State Tuition Classification (continuing students only)		28-Aug Form	
Census/official reporting date	4-Sep	28-Aug	23-Oct
Graduation applications due		3-Oct	
Last day to Drop without Dean's Permission on LoboWEB	6-Nov	25-Sep	27-Nov
Last Day to change grade mode with form	4-Dec	9-Oct	4-Dec
Last day to Drop with Dean's Permission with form	4-Dec Form	9-Oct Form	4-Dec Form
Last day to report removal of Incomplete		11-Dec	
Open Learning and Extension deadlines vary according to length of the course.		http://statewide.unm.edu/	
Late Starting Courses (Intersession)		Student Info Answer ID 3048	
<i>Drops and section changes cannot be processed after a grade has been entered.</i>			

Breaks and Holidays

Labor Day	7-Sep	Fall Break	Oct 8-9
Thanksgiving Break	Nov 26-27	Final Exams	Dec 7-12
Commencement	Dec 11-12	Winter Break - University Closed	Dec 23-Jan 3

Adding, dropping or withdrawing from a class may have consequences regarding your academic plan and/or your financial aid. Consult with your academic advisor and your financial aid advisor