



Middle School Game Design 1a: Introduction

Course Details

Course Code: 17010000 (6th Graders); 27010000 (7th and 8th Graders)

Subject: Exploratory

Recommended Grade Levels: 6-8

Duration: Semester

Class Times: This course has scheduled instructional meetings. Information on scheduled meetings for each course is communicated by the teacher. Recordings of these meetings will be available for students unable to attend. Students should expect to spend 7-9 hours a week working on this course independently, in addition to any live meetings, and are expected to meet the deadlines posted in the course pacing guide.

Required Course Materials: Word processing software; [Scratch](#) (login required, Scratch is a free coding community for kids.)

Course Description

We love to play video games, but have you ever wanted to build your own? If you are interested in a career in technology but also want a creative outlet, Game Design might be the field for you. Learn how to build a game from the ground up in this interactive and hands-on course that will teach you all the ins and outs of making your own game.

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Scope and Sequence

Unit 1: What's in a Game?

- Define what a game is and explain how games are important to society

- Identify how simulations can be used to teach skills
- Analyze games for the four elements of game design
- Understand narrative and ludonarrative and how they relate to the storytelling aspect of games

Unit 2: Starting from Scratch

- Understand engagement and emotion and explain how they relate to game design
- Set up a backdrop and sound that creates a certain mood using Scratch
- Define sequence, loops, and conditional statements, and use them in Scratch to create a program
- Identify visual and sound elements that create the mood you would like to have in your game

Unit 3: Let's Get to Work!

- Describe how certain game mechanics function in game design
- Create different levels in Scratch that could be used in a role-playing game
- Plan and produce a shooter game in Scratch

Unit 4: More Scratch Techniques

- Explain how aesthetics affect a game's theme, mood, and story
- Identify aesthetic concepts as they relate to shapes and color
- Describe the parts of the MDA Framework
- Understand basic animation concept
- Connect sound and music to a videogame's narrative

Unit 5: Let's Get to Work!

- Describe how certain game mechanics function in game design
- Create different levels in Scratch that could be used in a role-playing game
- Plan and produce a shooter game in Scratch

Unit 6: Time to Plan

- Explain what is meant by user interface and user experience
- Implement aspects of good interface design in Scratch
- Describe how the user interface can affect the user experience
- Create Game Design Documents

Students will be sent a full list of assignments and their due dates at the beginning of the course.

Course Grades

The final grade in this course results from the following:

1. Coursework: 100%

VirtualSC Details

Information on VirtualSC student guidelines, policies and technology requirements can be found in the [VirtualSC Student Support Portal \(opens in a new window\)](#).