



Curricular Change Proposal

Due by OCTOBER 18, 2021

Proposal to: ___ Add ___ Drop ___ X ___ Modify	Grade Level(s): 9-12
Course Name: Multimedia and Game Design	Suggested Prerequisite: None
Course Description: We will learn about multimedia and game design in this course. We will explore digital design and coding to create games. Basic terminology and design theory will be covered as well as coding concepts like conditional statements and loops. We will use Adobe software to design graphics and GameMaker Studio 2 to design and code our games. We will demonstrate our learning through projects and activities and learn how to publish our games to be shared.	Course Objectives: <ol style="list-style-type: none"> 1. Students will learn basic coding concepts through a visual platform 2. Students will learn about design aspects (graphics) 3. Students will learn how to develop a game that is fun and entertaining 4. Students will learn how to publish and share games
Rationale for Modification/Add: This change will give students another avenue to explore computer science and develop coding skills that are in high demand in today's job market. This course change will give students who want to learn how to code but need to develop basic coding concepts without concern for syntax an opportunity to develop skills prior to taking Intro to Computer Science. They will have the option of coding using drag-and-drop blocks or text-based code with GameMaker Studio.	Impact on Curriculum/Sequencing: none
Cost: (Include initial and ongoing): GameMaker subscription for software (\$30 per seat if 1-year license purchased or \$50 per seat if 2-year license purchased) <i>If the course gains popularity and we want to expand to publishing games for PlayStation, the license cost increases to \$50 per seat per year or \$90 per seat per 2-year license. (This might be an option for students to purchase individually if they choose.)</i>	Staffing Needs/Changes: n/a

Department Head <i>Lisa Danne</i> Date <i>10/17/21</i>	Principal _____ Date _____
Director of Academic Achievement _____ Date _____	Superintendent _____ Date _____

Curricular Change Process:

BIG WALNUT

LOCAL SCHOOL DISTRICT

- Department discussion and development of course(s).
- Complete the form and submit to administration by OCTOBER 14, 2021 .
- PAC review - considers the impact of the course and cross-curricular connections .
- District and Building Administration consider forms and feedback from PAC when making the final decision - November
- School Board will approve new courses at the second reading November/December
- Approved courses are prepared for course description book and scheduling December
- New information is shared with students and parents in January.