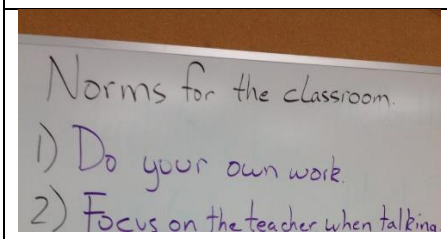
Introduction to Game Design and Development
AGENDA—March 12 2020

	1. Get your journal from the shelf. 2. Log-in to the computer. Log-in to email. 3. Log-in to Google Classroom. 4. Go to www.mrsoutlandteachingit.weebly.com Open the daily agenda. 5. Be in your seat when the bell rings. 6. First Five of Class is for Mrs. Outland to do attendance
	1. Start and stop on time following the daily agenda. 2. Minimize distractions to get work done. 3. Use calm indoor voice when working in groups. 4. Create a positive culture; Be CREEK and be kind 5. Pay attention to the speaker. Follow directions 1st time given. 6. Respect your work area; clean up after yourself. 7. Use good work ethic when working in groups. Do your own work. 8. Use technology responsibly by putting it on silence and putting it away during instructions. 9. Email Mrs. Outland with questions and to request a hall pass.
Standard AA3—Communicate and follow procedures. **I will:** Compose a professional email message. **So I can**: Communicate effectively with my team using complete sentences, correct spelling and grammar. **I know I have it when**: The message has been successfully and without errors.	Email Mrs. Outland @ angela.outland@fayette.kyschools.us • Subject: EOP test • Salutation: Hello Mrs. Outland • Body: Tell Mrs. Outland what you know about the EOP, the End-of-Course assessment. If you pass the test, how does it benefit you? Are you scheduled to take the EOP? What do you get if you pass the EOP? • Include a closing. Use the signature block.
NEW UNIT: Social Responsibility & Intellectual Property. Standard OH 1—Understand copyright and trademark laws	Google Classroom Assignment 1. Writing assignment/reflection on Google classroom. 2. Time limit: 15 minutes. 3. This is due today.
New Unit Discussion on IP	What is Intellectual Property? PowerPoint Presentation 1. A short discussion on IP. 2. Immediately after the discussion; a short quiz.
Intellectual Property—Invention Standards: AC 3 Implement effective decision-making skills. EG 1: Contribute new ideas OI 2: Market a game	Google Classroom—Rubric and directions. 1. Students will work individually or with a group of 3 (no more than 3) Students will re-design a previous invention or create some new product. 2. The redesign or new product must be a product used in game design, digital game development, or online game play. 3. Students will create a marketing strategy, trademark name, jingle,

<table>
<tr><td> </td><td>Announcements

EOP Testing beginning Monday, March 16.
MTA—HTML5 Industry Certification
IC3 testing next week.</td></tr>
<tr><td>Attention!!</td><td>Seniors!</td></tr>
<tr><td rowspan="2"></td><td>1. Purchase Cap N Gowns!</td></tr>
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https://www.commonsense.org/education/top-picks/best-coding-tools-for-high-school-students

https://www.commonsense.org/education/top-picks/game-making-tools-for-schools

https://www.commonsensemedia.org/app-reviews/codea

https://venturebeat.com/2014/08/20/the-top-10-engines-that-can-help-you-make-your-game/