



DIGITAL & INFORMATION TECHNOLOGY

CENTER OF EXCELLENCE

**Digital Gaming and Simulation
GAME 2386 - Internship
Course Syllabus**

Semester with Course Reference Number (CRN)	Spring 2017 CRN: 21437
Instructor contact information (phone number and email address)	Dr. Reni Abraham (713) 718 – 2067 reni.abraham@hccs.edu (all class related email communication should be done through CANVAS email service, InBox)
Office Location and Hours	West Loop campus, room C256 Office hours are by appointment.
Course Location/Times	West Loop campus, room C121 Tuesday 3:00PM – 5:30PM
Course Semester Credit Hours (SCH) (lecture, lab) If applicable	Credit Hours 3 Lecture Hours 1 Laboratory Hours 0 External Experience 240 hrs.
Total Course Contact Hours	12
Course Length (number of weeks)	12 weeks
Type of Instruction	12 hours, in person 240 hours, external work experience
Course Description:	A work-based learning experience that enables the student to apply specialized occupational theory, skills and concepts. A learning plan is developed by the college and the employer.
Course Prerequisite(s)	Departmental Approval
Academic Discipline/CTE Program Learning	1. Define and identify terminologies used in the gaming and simulation industry. 2. Demonstrate the use of appropriate tools to develop the assets. 3. Create documentation for game or simulation.

Outcomes	4. Develop assets for game or simulation.
Course Student Learning Outcomes (SLO)	<p>1. Apply the theory, concepts, and skills involving specialized materials, tools, equipment, procedures, regulations, laws, and interactions within and among political, economic, environmental, social, and legal systems associated with the occupation and the business/industry.</p> <p>2. Demonstrate legal and ethical behavior, safety practices, interpersonal and teamwork skills, and appropriate written and verbal communication skills using the terminology of the occupation and the business/industry.</p>
Learning Objectives	<p>1. To apply the theories, concepts, and skills involving specialized materials, tools, equipment, procedures, regulations, laws, and interactions within and among political, economic, environmental, social, and legal systems associated with the occupation and the business/industry.</p> <p>2. To demonstrate legal and ethical behavior, safety practices, interpersonal and teamwork skills, and appropriate written and verbal communication skills using the terminology of the occupation and the business/industry.</p>
SCANS and/or Core Curriculum Competencies: If applicable	<p>SCANS</p> <p>Explain the fundamentals of project management and version control</p> <ul style="list-style-type: none"> Foundation Skills - Basic -Listening Foundation Skills - Basic -Speaking Foundation Skills - Thinking -Creative Foundation Skills - Thinking -Problem Solving Foundation Skills - Thinking -Reasoning <p>Develop a game or simulation based on a design plan</p> <ul style="list-style-type: none"> Foundation Skills - Basic -Listening Foundation Skills - Basic -Speaking Foundation Skills - Thinking -Creative Foundation Skills - Thinking -Problem Solving Foundation Skills - Thinking -Reasoning <p>Participate in a post-mortem discussion of the project.</p> <ul style="list-style-type: none"> Foundation Skills - Basic -Listening Foundation Skills - Basic -Speaking Foundation Skills - Thinking -Creative Foundation Skills - Thinking -Problem Solving Foundation Skills - Thinking -Reasoning <p>Jointly develop the design document and estimated time schedules for the team project</p> <p>Simulation</p> <ul style="list-style-type: none"> Foundation Skills - Basic -Listening Foundation Skills - Basic -Speaking Foundation Skills - Thinking -Creative Foundation Skills - Thinking -Problem Solving
Instructional Methods	<p>Discussion and presentation</p> <p>Face-to-face</p>

<p>Student Assignments</p>	<ul style="list-style-type: none"> • Complete all the required paperwork for the internship • Weekly journals • Discussions • Evaluations • Report
<p>Student Assessment(s)</p>	<ul style="list-style-type: none"> • Following guidelines and specifications • Professionalism • Work Experience • Evaluations
<p>Instructor's Requirements</p>	<p>Journal Requirements:</p> <ul style="list-style-type: none"> • Student is expected to keep a daily work journal in MS Excel using the “journal template” posted in Eagle Online by the instructor. Make sure the journal entries are typed. • Weekly journals must be completed, printed, and signed by the supervisor; and grade marked. <u>If the grade is not marked then the journal will be worth 50%. Journals will NOT be accepted without the supervisor’s signature.</u> • Signed and graded weekly journals are to be uploaded to Eagle Online by Tuesday, 11:55pm of the following week. • Student is expected to write a Work Experience Report. The report should elaborate on the student’s work experience during the entire internship period. • Be professional in your writing and use grammatically correct sentences, with no spelling errors. <p>Report Requirements:</p> <ul style="list-style-type: none"> • Title(cover) page includes...title of the report, student name, course name & number, and semester • At least two full pages of content <u>excluding</u> the title page • Double spaced • One inch margin on the top, bottom and right, a 1¼” margin on the left • Bottom left footer with the reports name, a bottom right footer with the page number; no footer on the (title) cover page • Use MS Word to complete the report. Do not forget to grammar and spell check
<p>Program/Discipline Requirements: If applicable</p>	<ul style="list-style-type: none"> • Students are expected to be on time for class. • If a student is absent for any reason, it is the student’s responsibility to find out what was covered in class. • TURN OFF cell phones or place phones on vibrate, away from the desk. • NO surfing the web unless for class work. • At NO time should a student be playing games (PC or portable device) during class time. • Students will be expected to turn in all work with profession quality.

- Students will be expected to be self-motivated and enthusiastic about the work to be completed.
- Students will be expected to be encouraging and professional at all times.
- If there is a presentation requirement, students will be expected to be in professional attire for all presentations.
- Students are expected to respect constructive comments from peers.

HCC Grading Scale

A = 100- 90	4 points per semester hour
B = 89 - 80:	3 points per semester hour
C = 79 - 70:	2 points per semester hour
D = 69 - 60:	1 point per semester hour
59 and below = F	0 points per semester hour
IP (In Progress)	0 points per semester hour
W(Withdrawn)	0 points per semester hour
I (Incomplete)	0 points per semester hour
AUD (Audit)	0 points per semester hour

IP (In Progress) is given only in certain developmental courses. The student must re-enroll to receive credit. COM (Completed) is given in non-credit and continuing education courses.

FINAL GRADE OF FX: Students who stop attending class and do not withdraw themselves prior to the withdrawal deadline may either be dropped by their professor for excessive absences or be assigned the final grade of "FX" at the end of the semester. Students who stop attending classes will receive a grade of "FX", compared to an earned grade of "F" which is due to poor performance. Logging into a DE course without active participation is seen as non-attending. Please note that HCC will not disperse financial aid funding for students who have never attended class.

Students who receive financial aid but fail to attend class will be reported to the Department of Education and may have to pay back their aid. A grade of "FX" is treated exactly the same as a grade of "F" in terms of GPA, probation, suspension, and satisfactory academic progress.

To compute grade point average (GPA), divide the total grade points by the total number of semester hours attempted. The grades "IP," "COM" and "I" do not affect GPA.

Instructor Grading Criteria

Percent	Item
60%	Weekly Journals
5%	Direction to job location from West Loop Contact information
10%	Discussions
5%	Student Site Evaluation
5%	Supervisors' Evaluation

	<table border="1"> <tr> <td>15%</td> <td>Work Experience Report</td> </tr> <tr> <td>100%</td> <td>Total</td> </tr> </table>	15%	Work Experience Report	100%	Total
15%	Work Experience Report				
100%	Total				
Instructional Materials	N/A				
HCC Policy Statement:					
Access Student Services Policies on their Web site:	http://www.hccs.edu/district/students/disability-services/student-resources				
EGLS3 -- Evaluation for Greater Learning Student Survey System	At Houston Community College, professors believe that thoughtful student feedback is necessary to improve teaching and learning. During a designated time near the end of the term, you will be asked to answer a short online survey of research-based questions related to instruction. The anonymous results of the survey will be made available to your professors and department chairs for continual improvement of instruction. Look for the survey as part of the Houston Community College Student System online near the end of the term.				

HCC 12-week Calendar

FEBRUARY 2017

Date	Day	Event
<input type="checkbox"/> Feb 23	Thursday	Spring 2017 2nd Start: Official Day of Record
<input type="checkbox"/> Feb 27	Monday	Spring 2017 2nd Start: Last Day for 70% refund

MARCH 2017

Date	Day	Event
<input type="checkbox"/> Mar 2	Thursday	Spring 2017 2nd Start: Last Day for 25% refund
<input type="checkbox"/> Mar 13	Monday	Spring Break

APRIL 2017

Date	Day	Event
<input type="checkbox"/> Apr 11	Tuesday	Spring 2017 2nd Start: Last Day to withdraw
<input type="checkbox"/> Apr 14	Friday	Spring Holiday

MAY 2017

Date	Day	Event
<input type="checkbox"/> May 14	Sunday	Spring 2017 2nd Start: Semester Ends

Final Exam Schedule

Tuesday, May 9, 2017 at 2:00 – 3:00pm

**Tentative
Schedule**
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Week	Dates	Meeting/Topic
1	Feb. 14	Introduction/Overview
2	Feb. 21	<ul style="list-style-type: none"> • Upload: Direction to job location from West Loop (5601 West Loop South, Houston, Texas 77081) • Upload: Completed Contact information sheet
3	Feb. 28	Work experience - Discussion Weekly Journal
4	Mar. 7	Work experience - Discussion Weekly Journal
5	Mar. 21	Work experience - Discussion Weekly Journal
6	Mar. 28	Work experience - Discussion Weekly Journal
7	Apr. 4	Work experience - Discussion Weekly Journal
8	Apr. 11	Work experience - Discussion Weekly Journal
9	Apr. 18	Work experience - Discussion Weekly Journal
10	Apr. 25	Supervisor's Evaluation Site Evaluation Weekly Journal
11	May 2	Work experience - Discussion Weekly Journal GAMING SHOWCASE <u>Thursday, May 4, 2017, 6:00-8:00pm, West Loop Auditorium</u> ATTENDANCE IS MANDATORY!! Professional Attire! LATENESS or ABSENCE = ZERO grade for presentation
12	May 9	Work experience - Discussion Weekly Journal Tuesday, May 9, 2017 at 2:00pm - 3:00pm Attendance is Mandatory!! Lateness or Absence = ZERO grade for Final Report!