


Medicine Hat Public School Division

Junior High/Middle School Locally Developed Course Application

School Applying: CHHS	Application: <u>Creation: <input checked="" type="checkbox"/></u> Acquiring/Renewal: <input type="checkbox"/>
Course Name: Principles of Game Design	Grade Level(s) of course: 7-9
Course Type:	1. <input checked="" type="checkbox"/> Complementary 2. <input type="checkbox"/> Religious Studies 3. <input type="checkbox"/> Second Language
Application Date: May 9, 2022	Implementation Date: 2021-22
Division Office to Complete	
Board of Trustee Approval: <input type="checkbox"/>	Date of Authorization: _____ Authorization expires: _____
*Note: Authorization is good for 4 calendar years after Board approval.	

Course Description:
<p>Provide a summary of course sequence, including major concepts at each level (can be a single level course): Many of us have grown up playing games of one kind or another. From checkers and chess, to Dungeons and Dragons, to Mario and Minecraft, games have allowed us to connect with others and to play in some truly incredible worlds. In Principles of Game Design, we will explore the long history of gaming, the rules and structures that define both analog and digital games, and gain a deeper understanding of how to use a variety of different skills to imagine, design, test, and refine our own games. No knowledge of coding or programming is required.</p>

Course Requirements:	Y or N
Are there any required resources, equipment or facilities unique to the course(s)?	<input type="checkbox"/> <input checked="" type="checkbox"/>
Is there any required fee?	<input type="checkbox"/> <input checked="" type="checkbox"/>
If yes, identify what these are:	
Course Conditions:	Y or N
Are there any risks and hazards or controversial and sensitive issues unique to the course(s)?	<input type="checkbox"/> <input checked="" type="checkbox"/>
If yes, identify what these are:	
Course Prerequisites:	Y or N
Are there any prerequisites for the course(s)?	<input type="checkbox"/> <input checked="" type="checkbox"/>
If yes, identify what these are:	



Student Need:	
Identify the student need(s) that this course sequence is intended to address and why this course is necessary to meet those need (s). Include any relevant student and parental input. For locally developed courses, the identified student need can relate to but not be met by existing provincial curriculum, thus the need for the course. The purpose of this course is to increase understanding and the appreciation of game design. Students will develop logical and creative thinking skills through the analysis of games rules and design.	
Scope and Sequence:	
Describe the essential understandings – big ideas that endure over time and are of value to self, society and the subject – for this course sequence. Analytical, logical and creative thinking skills are developed. The goal is to have students increase their creative skill so that they may apply these skills and consider this as a potential career path	
Guiding Questions and Learning Outcomes	
Describe unifying concepts embedded within learning outcomes and contextualize that knowledge for deeper understanding. What are the elements of games and game design? What are the purposes and application of rules? How does design impact enjoyment and engagement?	

Learning Resource Requirements:	Y or N
Are there any required learning and teaching resources?	<input type="checkbox"/> <input checked="" type="checkbox"/>
If yes, identify what these are:	
Student Assessment:	Y or N
Are there any required student assessments?	<input type="checkbox"/> <input checked="" type="checkbox"/>
If yes, identify what these are:	