

Grading in **Intro to Video Game Design** is calculated by combining a number of specific skills you demonstrate mastery and elements less definable like what I call “coolness” (more on that later!)

### **There are two projects:**

Project I is a complete environment scene that includes both a landscape and an interior structure such as a building, cabin, industrial plant or whatever your imagination invents.

Project II is a 3D model of a Mad Max Assault Vehicle (see the examples on our class web site). This project teaches you how to use a 3D modeling program called “3D Max.”

- A 90-100+**
- B 80 -89**
- C 60-79**
- D 40-59**

Some of these are measurable skills. Points are given for showing these skills in your level but you don't have to use them in your level if you don't want. They all have tutorials on our class web site.

But some of these are not. This is the “cool” factor. This is not measurable against a standard number. There is no rubric for gameplay coolness, how original is your use of lighting or how cool your Mad Max Vehicle looks.

Creativity, originality, coolness have qualities of subjectivity. You may know how to trigger a light but when and how to do so is a creative choice and hard measuring - what color is the light - what is the flicker rate - what effect is gained?

Students accustomed to having a rubric might be worried. Don't be. If you show up, do all the projects, and show good work habits you will pass this class with a "C", even if your levels are uncool and your 3D models are average.

If you show a degree of creativity and your levels and models look good and are fun playing, you will get a "B".

Students showing exceptional creativity and modeling skills will receive an "A".

At anytime, you can ask me to estimate your grade. Just have all the work up and ready to show me.