

ZULAMA ENTERTAINMENT TECHNOLOGY PROGRAM

The Zulama online curriculum was created by educators at Carnegie Mellon University's Entertainment Technology Center. It gives students experience with problem solving and thinking creatively-skills they need in our digital world. These courses are semester long and delivered through an online platform. Students who are interested should go to the Zulama Web site (www.zulama.com) to learn more.

Zulama classes normally cost \$505, but because of a generous alumni donor the cost to MPS students will be significantly discounted at \$250. Payment is due August 18, 2017. Two Zulama courses taken consecutively in the same year constitute a yearlong elective course. The duration of the first course will be from August until midterm of term II; the second course will begin at midterm of term II and conclude at the end of the school year.

Below are the courses that were offered for the 2016-2017 school year. It is possible that Zulama will make changes in course selection. In that event, students will be notified.

EVOLUTION OF GAMES

#8570 Freshman, Sophomore, Junior, Senior .50 credit Semester course
Cost: \$250

Today's professional game designers understand and implement dynamics from many different types of games in their blockbuster hits. In this course, you'll explore ancient cultures, their games, and how they designed games using available technology.

INTRODUCTION TO GAMEMAKER™ PROGRAMMING

#8571-Semester I Sophomore, Junior, Senior 1.00 credit Two-semester course
#8572-Semester II
Cost: \$250 each semester

Prerequisite: Evolution of Games

Learn the concepts taught in a college-level "Programming 101" course, but all of the projects are games! You will receive an introduction to basic programming by building two dimensional (2D) games. GameMaker™, the 2D game engine you'll be using, is based on a scripting language that builds techniques that can be transferred to any other programming language such as Python, Java and C++. You will finish complete stand-alone executable games that can be played with friends and added to your digital portfolio

SCREENWRITING

#8573 Freshman, Sophomore, Junior, Senior .50 credit Semester course
Cost: \$250

Prerequisite: Evolution of Games

Why do we cry at movies? Or cheer? Why do thrillers put us on the edge of our seats? This course will help you understand, critique, and write dramatic stories for modern media including movies, games, and television. You'll develop skills in creative writing, awareness, provisional acting, collaborative storytelling, and creative self-confidence as you craft your own original story.

GAME DESIGN

#8574 Freshman, Sophomore, Junior, Senior .50 credit Semester course
Cost: \$250

Prerequisite: Evolution of Games

"Gaming" doesn't only mean "video games". Gamers also play board games, card games, simulations, and participate in interactive stories. This course breaks down the design process step by step. You will learn the fundamentals through hands-on modding, prototyping, and iteration of a variety of games. Your final project will include building, play testing, and revising your own original game that can be played with friends and added to your game portfolio.

This course needs a minimum of four MPS students to be offered

3D MODELING

#8575-Semester I Sophomore, Junior, Senior 1.00 credit Two-semester course
#8576-Semester II
Cost: \$250 each semester

Prerequisite: Evolution of Games

Learn the 3D modeling techniques used in movies, visual effects, video games, cartoons, commercials, and animation! Using 3DS Max, you will work in this highly skill-based art form to manipulate and sculpt pure imagination into substantial forms. By the end of the course, you will have developed a portfolio of original projects that you can use when applying for an internship, higher education, or a job.

MOBILE GAME DESIGN

#8577 Freshman, Sophomore, Junior, Senior .50 credit Semester course
Cost: \$250

Prerequisite: Evolution of Games

It seems as if everyone has an idea for an "app" these days! In this course, you will use professional game design techniques to create playable mobile games that you can add to your game design portfolio. Using GameSalad, you will learn the fundamentals of game design, apply competition and playfulness, implement game design elements by modifying game templates from various video game genres, and debug using iterative game design.

UNITY 3D PROGRAMMING

#8578 Junior, Senior .50 credit Semester course
Cost: \$250

Prerequisite: Evolution of Games, GameMaker Programming I, and GameMaker Programming II

Are you ready to take your programming skills into the next dimension? Learn how to create dynamic Unity™ 3D games using the same industry-standard developing engine as professionals. You will create two fully executable games that can be played on many platforms and added to your digital portfolio.

GAME PRODUCTION AND MARKETING

#8579 Junior, Senior .50 credit Semester course
Cost: \$250

Prerequisite: Evolution of Games, GameMaker and two skills courses

Find out how the video game industry really works by learning the tools, skills, and methodologies used to create and produce video games. You'll divide into teams to create, market, and sell your game while battling for the title of "Most Games Sold" using a virtual-dollar system. Commercially viable board and card games may result, and recommendations are given at the end of the course for taking them to market.