

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Complete a Walking the Walk video that is at least 45 min. in length.
3	Student will: <i>Describe how environmental design is used in conjunction with game level design.</i> <ul style="list-style-type: none"> ✓ Examine and evaluate examples of focus on a theme. ✓ Describe methods of creating a purposeful architecture giving consideration to continuity and themes and taking advantage of revisiting. ✓ Consider and discuss environmental design elements for multi-player or single player games. ✓ Describe the history of creating shifts in game design environments. ✓ Identify and discuss environmental design pitfalls such as red herrings and cookie. (42.0)
2	Student will: Understand what environmental design and level design is. Understand basic elements including: lighting, texture, & sound.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Watch at least one of the “Walking the Walk” videos (link below). Take notes on it. You cannot do your below project on the same video you take notes on. The video should help you understand the level of detail that should be in your project. Write the things down he talks about so that you can look at those aspects in the game you choose.

-You are going to create your own Design & Art discussion talking about environmental design, game level design, etc. on a game of your choice- Do not use the Walking the Walk videos for information- it needs to be your own words/info. Go into the detail the Walking the Walk videos goes into. You can use PowerPoint, Prezi, blog post, and video clips with commentary.

<https://www.youtube.com/watch?v=AP0LXw6YoVQ&list=PL62tz83FJJl6XM--ouEggi7Y007zG-xB>

*There may be some bad language in the videos so please come see me and I can direct you to a video that does not have any within it if needed.