

Coding, App & Game Design I

Digital Ethics

- 1 Students will demonstrate knowledge of globalized culture in online communities and copyright and creative commons laws 1456.1
- 2 Students will describe globalized culture in online communities 1456.2
- 3 Students will demonstrate awareness of global, cultural values, identities, and beliefs 1456.3
- 4 Students will locate information on professional online forums 1456.4
- 5 Students will demonstrate knowledge of copyright, creative commons, and fair use laws 1456.5
- 6 Students will locate media that has been published under public domain and appropriate creative commons licenses 1456.6

App/Game Design Elements and Principles

- 7 Students will demonstrate knowledge of app design terminology and app design elements and principles. 1456.7
- 8 Students will demonstrate proper use of various image file types including .jpg, .png, .gif, etc. 1456.8
- 9 Students will create core application features including prototypes, user interface mechanics and purpose statements for new software applications. 1456.9
- 10 Students will create text. 1456.10
- 11 Students will create original images and animations for use in the creation of their own software applications 1456.11
- 12 Students will create animations that enhance the design of the application 1456.12

Original App/Game Production

- 13 Students will demonstrate knowledge of production process of software applications and publication process of software applications 1456.13
- 14 Students will design and document all aspects of formal application design, using screenshots, sample menu layouts, and other graphical devices. 1456.14
- 15 Students will make content development decisions based on analysis and interpretation of design specifications. 1456.15

16 Students will complete the process of producing a fully functional software application 1456.16

17 Students will publish and export software applications 1456.17

18 Students will make software application execution files accessible. 1456.18

App/Game Evaluation

19 Students will demonstrate knowledge of technical tests and design reviews 1456.19

20 Students will conduct basic technical alpha and beta tests. 1456.20

21 Students will conduct regular design reviews throughout the application development process. 1456.21

22 Students will integrate feedback from others into original application design. 1456.22

23 Students will evaluate competitive products, film, music, television and other art forms 1456.23

Coding Processes

24 Students will demonstrate knowledge of key elements of programming languages and logical process of coding sequences 1456.24

25 Students will compare and contrast programming languages commonly used in app developments, including JavaScript, Object-C, Ruby, Python, C++, C#, and Java 1456.25

26 Students will describe sequence commands, procedures, variables, methods, objects and loops 1456.26

27 Students will identify patterns in software design elements 1456.27

28 Students will identify multiple platforms that enable software and application development 1456.28

Coding Languages and Design

29 Students will demonstrate knowledge of methods of structuring events and methods of structuring user interface and design elements 1456.29

30 Students will create variables, methods, and objects using a coding language 1456.30

31 Students will utilize if then and else statements and conditions 1456.31

32 Students will animate the movement of a character using sequencing 1456.32

33 Students will use alert commands to display messages 1456.33

34 Students will import original images and media files from local directory through code commands [1456.34](#)

35 Students will design a fully functional application utilizing code commands [1456.35](#)