

Unit	Content
1	Inside Esports
2	Game Development
3	Multimedia in Esports
4	Building an Esports Brand
5	Connecting to the Esports Community
6	Hosting an Esports Event
7	Esports Portfolio

### Mandatory Supplies

Chromebook!!  
Pencil/notebook



### Course Description

A project-based course about digital graphics, print media, computer animation, audio production, video production, web design, and other newly-emerging forms of digital media. Through digital media projects, students will learn how to facilitate meetings, serve as team leaders, manage project timelines, give and receive constructive criticism, and produce professional products.

# Gaming Concepts

### Contact

Megan Minich  
[mminich@tidioutecharter.com](mailto:mminich@tidioutecharter.com)  
Room # 101  
Never be afraid to ask for help

### Cell Phone Policy

It is simple. THERE IS NO CELLPHONES in class. If you need to use it, please ask first. If I see cellphone use in my room that involves social media or texting, your cell phone will be asked to be turned off. If it is used a second time then the cellphone will be set in a box on my desk until the end of class.



### Discipline Procedure + Academic Dishonesty

Students are expected to work on their own unless explicitly instructed otherwise. Students who copy from each other or from any other source on assignments will be considered to be cheating as will students who allow their work to be copied. This includes trying to find answers to problems or programs from the Internet or other sources. Cheating is an automatic zero on the assignment.

### Teacher Website

<https://mminich.weebly.com/>

### Make-Up + Late Work Policy

Absences occur. If you are absent with an excuse then you have extra days to complete work. For example if you are absent 2 days you have two days to make up the work.

Work that is more than two days late will be 20% off  
Work that is more than 5 days late will be 30% off  
Work that is more than 10 days late will be 50% off

#### Classroom Rules:

- Respect yourself
- Respect your fellow students' right to learn
- Respect the teacher's right to instruct
- Respect the school / classroom equipment.
- No cell phones are permitted unless it is approved for classroom learning.
- HAVE FUN!



### GRADING

#### Grading Scale

A	90-100%
B	80-89%
C	70-79%
D/F	Below 70%

#### Category & Percentage

Classwork	35%
Tests/Quizzes	10%
Projects	35%
Final Project	25%
	100%

\*Extra Credit offered? Tables above are editable.

Sign Here:



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Student signature

\_\_\_\_\_  
Parent signature