

# 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

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

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**17** Students will publish and export software applications 1456.17

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**18** Students will make software application execution files accessible. 1456.18

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## App/Game Evaluation

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

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

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

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

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

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## Coding Processes

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

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**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

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

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**27** Students will identify patterns in software design elements 1456.27

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

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## 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

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

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

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

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**33** Students will use alert commands to display messages 1456.33

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**34** Students will import original images and media files from local directory through code commands 1456.34

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**35** Students will design a fully functional application utilizing code commands 1456.35