

2011/2012 Student Competency Record
CTI402 – Gaming Technology Semester 2
 18 weeks

Student	School Year
Grade	Term (fall, spring)
School	Teacher Signature

Mastery is a level of performance that indicates a student has demonstrated the knowledge, skills, and abilities for a unit of instruction or subject area as defined by a recognized standard. DoDEA defines mastery as being competent in the task and non-mastery as needing task remediation.

As students complete each competency, the student or teacher should assess the student’s level of performance and mark the appropriate column next to the competency. This record should be used to provide information about competencies mastered to employer, student-employee, or another school/teacher.

CTI 402 18 weeks	Gaming Technology TASKS/COMPETENCIES	Mastery	Non- Mastery
Implement DoDEA’s CTE Course Requirements and Student Expectations			
• 001	Demonstrate DoDEA's Workplace Readiness Skills in course activities.		
• 002	Student will discuss and sign a computer usage agreement.		
• 003	Students will demonstrate appropriate behaviors and safe practices in a computer lab.		
• 004	Identify Internet safety issues and procedures for complying with acceptable use standards.		
Advanced Game Engine Skills			
• 005	Student will apply advanced character development, lighting, camera and scene development to gaming scenarios.		
• 006	Students will create advanced Objects and Collisions		
• 007	Student will create advanced Particles and Effects		
Pre-production for Capstone Project			

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• 008	Student will develop their game concept, storyboards, rules and other information in accordance with their Capstone Project.		
Advanced Expressions and Variables			
• 009	Students will work within the parameters of the Game Engine creating and modifying expressions and variables.		
Advanced Sounds and Music			
• 010	Students will work within the parameters of the Game Engine, creating and modifying sound and music for game enhancement.		
Production for Capstone Project			
• 011	Students will create a computer game using all pre-production elements and design features.		
Post-Production for Capstone Project			
• 012	Student will use peer to peer critique form to identify/recommend changes.		
• 013	Student will modify/address recommendations provided by the peer critique form		
Game Distribution			
• 014	Student will prepare their Capstone project for distribution		