

COURSE OUTLINE

Gameplay Tactics 3

Course Description

ID 238. Gameplay Tactics 3. 3 credit hours. Prerequisite: ID 138 with a C or better. This course will enable the student to increase skills and gameplay on an individual and team basis. The student will be exposed to new gameplay styles, techniques, and communication methods to improve individual and team play skills to a professional level.

Required Materials

For complete material(s) information, refer to <https://bookstore.butlercc.edu>

Butler-Assessed Outcomes

The intention is for the student to be able to do the following:

1. Play specific games at a professional level individually.
2. Play specific games at a professional level as a team.
3. Communicate needs and information in a game-setting.

Learning PACT Skills that will be developed and documented in this course

Through involvement in this course, the student will develop ability in the following PACT skill area(s):

Technology Skills

- Discipline-specific technology - Through the use of computer gaming and industry-based standards, the student will gain the ability to effectively play as a team or individual in a competitive setting.

Major Summative Assessment Task(s)

These Butler-assessed Outcome(s) and Learning PACT skill(s) will be demonstrated by the following:

1. Demonstrating individual and team gaming skills at a professional level.

Learning Units

- I. Game recap
 - A. Individual play
 - B. Team play
- II. Equipment selections
 - A. Standard
 - B. Effective
 - C. Professional
- III. Gameplay methods

- A. Individual play
 - B. Team play
- IV. Gameplay tactics
 - A. Individual play
 - B. Team play
- V. Effective communications
 - A. Team communications
 - B. Verbal communications
- VI. Usage techniques
 - A. Key stroke
 - B. Mouse
- VII. Playing as an effective team
 - A. Communication
 - B. Group techniques

Learning Activities

Learning activities will be assigned to assist the student in achieving the intended learning outcomes through lectures, class discussions, team research, individual research, readings, viewing tutorials and study material, and other activities at the discretion of the instructor. These activities may be either face-to-face or online.

Grade Determination

The student will be graded on the learning activities and assessment tasks. Grade determinations may include the following: class participation, projects, team and individual participation, research assignments, quizzes, tests, and other activities at the discretion of the instructor.