

# Coding, App & Game Design II

## Digital Ethics

- 1 Students will demonstrate knowledge of globalized culture in online communities and copyright and creative commons laws** 1457.1

---

- 2 Students will promote cultural acceptance in globalized societies** 1457.2

---

- 3 Students will solve problems and troubleshoot errors using professional online forums** 1457.3

---

- 4 Students will contribute positively to online communities** 1457.4

---

- 5 Students will demonstrate knowledge of standard copyright rules for media use.** 1457.5

---

- 6 Students will locate media that has been published under public domain and appropriate creative commons licenses** 1457.6

## App Design Elements and Principals

- 7 Students will demonstrate knowledge of advanced app design terminology and app design elements and principles.** 1457.7

---

- 8 Students will create core application features including prototypes, user interface mechanics and purpose statements for new software applications.** 1457.8

---

- 9 Students will create text using principals of typography** 1457.9

---

- 10 Students will create original images and animations for use in the creation of their own software applications in both 2D and 3D engines** 1457.10

## Original App Production

- 11 Students will demonstrate knowledge of production process of software applications and publication process of software applications** 1457.11

---

- 12 Students will design and document all aspects of formal application design, using screenshots, sample menu layouts, and other graphical devices.** 1457.12

---

- 13 Students will make content development decisions based on analysis and interpretation of design specifications.** 1457.13

---

- 14 Students will produce a fully functional software application** 1457.14

---

- 15 Students will publish and export software applications on multiple platforms** 1457.15

---

**16 Students will make software application execution files accessible.** 1457.16

---

**App Evaluation**

**17 Students will demonstrate knowledge of technical tests and design review** 1457.17

---

**18 Students will conduct technical alpha and beta tests.** 1457.18

---

**19 Students will conduct regular design reviews throughout the application development process.** 1457.19

---

**20 Students will integrate feedback from others into original application design.** 1457.20

---

**21 Students will balance and adjust user experiences to ensure the critical and commercial success of the product.** 1457.21

---

**22 Students will evaluate competitive industry and independent media and software products** 1457.22

---

**Coding Languages and Design**

**23 Students will demonstrate knowledge of advanced methods of structuring events and advanced methods of structuring user interface and design elements** 1457.23

---

**24 Students will create advanced variables, methods, and objects using a coding language** 1457.24

---

**25 Students will incorporate fundamental data structures such as vectors, lists, arrays** 1457.25

---

**26 Students will plan for multiple values for input and output** 1457.26

---

**27 Students will utilize if then and else statements and conditions** 1457.27

---

**28 Students will use advanced commands to display messages and receive inputs from user** 1457.28

---

**29 Students will import images and media files from local directory through code commands** 1457.29

---

**30 Students will design a fully functional application utilizing code commands** 1457.30

---

**31 Students will read and utilize api** 1457.31

---

**32 Students will describe and utilize best practices in programming** 1457.32

---

## Innovation of New App Ideas

**33** Students will demonstrate knowledge of target audience, solutions to real world needs and problems through app design, and trends in app design industry 1457.33

---

**34** Students will identify the purpose, audience interest and audience needs for application idea. 1457.34

---

**35** Students will keep abreast of new software, programming, and hardware technologies ,and industry trends by reviewing current literature, talking with others, participating in educational programs, or participating in professional organizations, workshops or conferences 1457.35

---

**36** Students will evaluate competitive industry software ro generate new software, game, or app ideas 1457.36

---

**37** Students will design applications that target a local, specific, or global need or issue 1457.37