

7/21/2016 2:39:07 PM
Simulation and Animation Design
Blueprint Information

Beginning in Fall 2016,

Year 1 will be taught and assessed using the 2016 Simulation and Animation Design.*

Year 2 will be taught and assessed using the 2010 Simulation and Animation Design.*

2010 Simulation and Animation Design curriculum will be retired July 1, 2017.*

*This assessment plan is subject to change based on funding and policy changes/updates. Information for test coordinators will be disseminated on the ordering process for the national certification by the Research and Curriculum Unit at Mississippi State University.

SEC – Simulation and Animation Design

This document contains the blueprints for the concentration areas in secondary Simulation and Animation Design.

Course Code(s)	Test Code	Program Name	Notes
994400, 994402, 994403	10339Y1-2016	Simulation and Animation Design	
994401, 994404, 994405	10339Y2 and PB-2010	Simulation and Animation Design	

Curriculum	Perkins Assessment 2016-17		Teacher Evaluation Pilot 2016-17			
	Y1 Post-Test	Y2 Post-Test	Y1 Baseline	Y1 Post-Test	Y2 Baseline	Y2 Post-Test
Simulation and Animation Design	MS-CPAS2*	PBA*/MS-CPAS2*	NA*	NA*	NA*	NA*

* These assessments are subject to change based on funding and policy changes/updates. Information for test coordinators will be disseminated on the ordering process for the national certification by the Research and Curriculum Unit at Mississippi State University.



MS-CPAS2 Blueprint Summary

Assessment: Simulation and Animation Design
Test Code: 10339Y1-2016
CIP Code: 500411
Course Codes: 994400, 994402, 994403
Type: CP

The MS-CPAS2 Blueprint Summary indicates the number of assessment questions related to each unit on the assessment and indicates the relative emphasis placed on each unit. All of the listed competencies will appear on the assessment, but because of the length of the assessment, not every competency will be equally represented in the assessment.

The MS-CPAS2 Blueprint Summary includes a variety of information, which is explained below:

Terms and Definitions	
Assessment:	This signifies the name of the assessment, which corresponds with the name of the pathway or program.
CIP Code:	Developed by the U.S. Department of Education's National Center for Education Statistics (NCES), CIP codes are a federal coding system utilized for assessment and reporting of fields of study and program completions activity tracking.
Test Code:	A unique code that serves to numerically identify a specific assessment
DOK Levels:	Based on Webb's Depth of Knowledge (DOK), this signifies the assessment item difficulty factor to be expected in each unit. The three levels are as follows: <i>1 = Recall and Reproduction, 2 = Skills and Concepts, 3 = Short-term Strategic Thinking</i> Some postsecondary programs will not use DOK levels until the next revision.
Instructional	The total number of hours assigned to a unit per the pathway's curriculum
Total Items:	The total number of items assigned to each unit on the assessment. It is calculated as follows: <i>(Unit Instructional Hours / Total Instructional Hours) * Total Active Items</i>
Active Items:	The number of items on the assessment that will be graded
Field-test Items:	The number of items that are being field-tested, or piloted, to determine their eligibility for inclusion as an Active Item on future assessments. These items are not graded and, thus, will not impact the student's final score.
Total Assessed Items:	The total number of items on the given assessment. It is calculated as follows: <i>Active Items + Field-test Items</i>

For more information regarding this MS-CPAS2 Blueprint Summary, please contact the Mississippi Assessment Center by phone at 1.866.901.7433 or by e-mail at helpdesk@rcu.msstate.edu.



Assessment: Simulation and Animation Design	DOK Level(s)			Instructional Hours	Total Items
Test Code: 10339Y1-2016					
CIP Code: 500411					
Total Hours: 200					
Unit 1: Introduction, Safety, and Orientation	1			10	4
1. Not MS-CPAS2 tested 2. Explore personality development, leadership, and teamwork in relation to the classroom environment, interpersonal skills, and others.					
Unit 2: Ethics in the Game Design Industry	1			20	8
1. Research copyright rules, regulations, and issues related to graphics and images produced by others and original work, and adhere to those rules and regulations when developing work. 2. Research online content, and evaluate content bias, currency, and source. 3. Define and abide by the game designer’s code of ethics.					
Unit 3: Games and Society	1	2		20	8
1. Understand how games reflect and construct individuals and groups. 2. Research and identify careers and roles within the game design and development industry. 3. Discuss the future of video games.					
Unit 4: Game Design Theory and Mechanics	1	2		60	24
1. Identify the core components of game design theory and mechanics. 2. Understand the character creation process. 3. Apply design principles and techniques in the creation of a 2-D, digital, and 3-D character. 4. Understand the “rules of play” in game design technology.					
Unit 5: Photography for Game Design	1	2	3	30	12
1. Explain photography and graphic digital manipulation elements. 2. Complete a photography project that meets the needs of an audience. 3. Use photo editing software to create and edit a product for a customer.					
Unit 6: Artistic Rendering Using Illustration Software	1			30	12
1. Understand the elements of visual design in relation to game design. 2. Demonstrate the use of illustration software.					
Unit 7: Introduction to 3-D Modeling	1	2	3	30	12
1. Interact with the design visualization software effectively and productively with the user interface (UI). 2. Not tested on MS-CPAS2 3. Set an environment for working with design visualization software, and create objects using basic geometry. 4. Design, create, and analyze the visual component of games.					
Active Items					80
Field-Test Items					20
TOTAL ASSESSED ITEMS					100

MS-CPAS2 Blueprint Summary

Assessment: Simulation and Animation Design
Test Code: 10339Y2 and PB-2010
CIP Code: 500411
Course Codes: 994401, 994404, 994405
Type: CP

The MS-CPAS2 Blueprint Summary indicates the number of assessment questions related to each unit on the assessment and indicates the relative emphasis placed on each unit. All of the listed competencies will appear on the assessment, but because of the length of the assessment, not every competency will be equally represented in the assessment.

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Instructional Hours:	The total number of hours assigned to a unit per the pathway's curriculum
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Assessment: Simulation and Animation Design		DOK Level(s)		Instructional Hours	Total Items
Test Code:	10339Y2 and PB-2010				
CIP Code:	500411				
Total Hours:	200				
Unit 11: Audio Design		1	2	40	16
1. Research audio history and theory. 2. Understand the functions of audio design fundamentals (creating the atmosphere) and interactive audio for game design. 3. Apply fundamentals of 3-D audio in order to blend video game audio elements.					
Unit 12: Video Game Programming		1	2	60	24
1. Analyze the structure of the C++ language. 2. Analyze the purpose, importance, and structure of game engines. 3. Develop an understanding of computer networks as they relate to game design technology.					
Unit 13: Video Game Production		1	2	40	16
1. Identify the company and team roles and responsibilities related to the game development process. 2. Plan, create, interpret, and analyze budgets for game design and development. 3. Apply time and project-management skills. 4. Communicate with peers, supervisors, and subordinates. 5. Discuss quality assurance (QA) and the role it plays in game design.					
Unit 14: Business of Gaming		1	2	40	16
1. Explain the importance of audience knowledge and target marketing in game design technology. 2. Research consumer behavior and publisher relations within the functions of marketing, such as advertising, public relations, sales, and promotions. 3. Research and analyze the economics of the video game industry.					
Unit 16: Game Evaluation		1	2	20	8
1. Explore and understand video game architecture through testing, defect tracking, technical reviews, and inspections 2. Critically evaluate game design, character development, character animation, sound design, playability, and compatibility.					
Active Items					80
Field-Test Items					20
TOTAL ASSESSED ITEMS					100