

Art/Art History

Contract	Term	Course	Contract Title	Contract Description
327093	Fall 2016	ARTH-2127	Non-Western Art Lesson Plans for Elementary Age Students	I will create and develop lesson plans to be used in teaching elementary age students about Non-Western Art. The plans will specifically cover art from China and Japan. Most students this age only explore a limited amount of Western Art. These plans will broaden their knowledge not only of art, but of other cultures.
327094	Fall 2016	ARTS	Collaboration and Design with Unity	A collaboration focusing on learning game design through utilizing the game engine Unity. Through this software program, I will independently begin to learn and to code from a novice level. My collaborator and I will establish an interactive composition featuring a central character, and we will emphasize on visual aesthetic and thematic content over generic, gaming objectives. Overtime, the composition's narrative will become more refined as it evolves through a collaborative process of storyboarding, design, and playtesting.
327095	Fall 2016	ARTS-4020	Collaboration and Design with Unity	A collaboration focusing on learning game design through utilizing the game engine Unity. Through this software program, I will independently begin to learn and to code from a novice level. My collaborator and I will establish an interactive composition featuring a central character in a two-dimensional space, and we will emphasize on visual aesthetic and thematic content over generic, gaming objectives. Overtime, the composition's narrative will become more refined as it evolves through a collaborative process of storyboarding, design, and playtesting.