Video Game Design I

Prerequisite: Principles of Arts, A/V

Course:1269CT   Credits: 1   Length: 18 weeks   Placement: 9-12

Course Description

Students will learn the basics of video game programming and game program design and will program in Game Maker or Construct 2, utilizing the curriculum to learn computer science concepts. Students will also learn how to work as a team, presentation preparation and delivery, real-world time management and many basic computer and media technology skills.

Student Activities

Students will learn to storyboard game designs and develop games in the Game Maker or Construct 2 language. Students will complete a variety of games and projects to showcase their game development and programming skills.   Students will have the opportunity to work in teams in a variety of settings and publish their projects for others to play.

What's next?

If you want to be a **Game Developer** or **Game Designer** then you should consider taking these courses…

- Video Game Design II
- Video Game Design III
- Graphics Design & Illustration
- Animation
- Computer Programming I/Pre-AP Computer Programming I
- Computer Programming II
- AP Computer Science Principles
- Visit Achieve Texas for more information on careers http://www.achievetexas.org/Information.htm

Organizations/After School/Competitions

- Game Design Club
- Computer Science Students Association
- Business Professionals of America
- FIRST FTC Robotics

Additional Considerations

Strongly recommended that students must have successfully Algebra I and Geometry without modification. Advanced problem solving skills required.