

Course Name: Digital Game Programming

Duration: 1 Semester Full Year

Grade Level: 9th 10th 11th 12th (check all that apply)

Are there any prerequisites for the course?

Algebra 1

WHAT this course is about:

This course is designed to provide students with knowledge and project-based experience of fundamental gaming development concepts. These concepts include game design, scripting, creation of digital assets, graphic resources, animations, understanding hardware, problem solving, critical thinking, collaboration, and project management.

WHY take this course:

Learn to work in a team to create Video Games. If you are an artist, creative artist, musician, or programmer there are roles for you in making a video game.

WHAT you'll learn:

Making 2d and 3d art.
Making sound and music.
Design video games.
Learn basic programming for a video game.

WHAT you'll do:

Learn different video game concepts and game genres by creating video games.

WHERE this could take you:

You can get a video game design degree from a 2 year or 4 year school. Or you can become a solo game designer.

OPTIONAL Course Outline ("scope and sequence", sequence chart, etc.)

- 1- History of Video Games
- 2- Communication Features and Game Interface Design
- 3- Gaming Platforms
- 4- Game Genres and Types
- 5- Game Development
- 6- Careers in Gaming