

Curriculum At-A-Glance

WEB GAME DESIGN

Questions come fast and furious – without hesitation for the answer. The customer’s product development, marketing, and executives are all anxious to see your design. Their anticipation and skepticism wear heavy on your nerves. You’re tweaking the last bit of code and reassuring yourself that you’ve done the impossible – created a web game that will rise far above expectations. That’s just part of the fun you’ll have as a web game design intern.



Imagine – for a moment – your students getting to experience the thrill of being the game designer that helps launch a new national product using the latest corporate marketing strategy.

Why Teach Web Game Design

Students are immediately attracted to and engaged by web games featured on websites. The fast-growing segment of e-commerce and website creation is making this skill valuable and necessary to compete in a global economy. As competition increases and budgets shrink, companies are seeking new and innovative ways to attract and retain customers. From art, design, branding, and the skills necessary to bring it all together, your students will be leading the charge on the latest marketing phenomenon – web video games. These skills are in high demand and offer students immediate access to entrepreneurship opportunities.

How We Teach

To make the curriculum easy to implement, all the necessary knowledge and skills of programming and creating web video games are delivered through totally interactive software. Through text, pictures, animations, and digital videos, students are led through the exciting world of web game design. Due to the highly interactive and self-directed nature of our curriculum, students are allowed to find their own pace. Regardless of the learner’s motivation or learning style, students will find a new level of success with our curriculum.

This curriculum was designed to support state assessments by addressing national math, language, science, art, and technology standards.

Skills for Life

Good life skills are made relevant through situations that have students examine their actions. Through interactions with their boss, co-workers, and customers, students learn what it takes to be successful in the real world. They discover the long-term benefits of making the choice to take pride in what they do.

Critical Thinking and Problem Solving

Employers want people who solve problems. Our projects lead students through analyzing, brainstorming, and creating solutions using the design process.

TEACHER'S RESOURCE CD INCLUDES:

- Videos that give the educator a “behind the scenes” look at each project
- Answers to student worksheets (and where those answers are found in the curriculum!)
- Rubric for project assessment
- Detailed list of addressed standards for math, language, science, ITEA, ISTE
- Educator's personal set of digital tutorial videos on creating web games

SOME KEY CONCEPTS AND OUTCOMES

- Apply the design process to real world problems
- Understand and demonstrate basic programming concepts and functions
- Explain and demonstrate how to create a story for a web game
- Understand and demonstrate how to use object oriented programming
- Explain the basic elements of a well designed game program

CURRICULUM LENGTH

The curriculum has been designed for flexibility with two separate projects. The length of the curriculum is controlled by the educator and can run from 20 to 45 hours.

COMPUTER REQUIREMENTS

For Mac: 600 MHz PowerPC G3 and later; Mac OS X 10.3, 10.4; 256 MB RAM 1024 x 768, thousands of colors display; 2 GB available disk space; headphones

For PC: 800 MHz Intel Pentium III processor (or equivalent) and later; Windows® XP; 256 MB RAM; 1024 x 768, 16-bit display (32-bit recommended); 2 GB available disk space; headphones

To avoid confusion and to get an accurate quote for your unique class and school, just give us a call – 877.828.1216 – or click on the “Get a Quote” icon found at the bottom of each curriculum page on our website.

Remember you're going to be talking to a developer and not a salesperson...that means no sales pitch, no commissions on the line – just the information that you need.



www.isupportlearning.com

I Support Learning, Inc.
PO Box 398 • Olathe, KS 66051
877.828.1216 toll-free
913.764.4272 voice
913.764.4668 fax