

VIDEO GAME DESIGN

The marketing machine has done its job. The hype and anticipation have reached a fevered pitch. The deadline is looming. The pressure is real. The executives are counting on you to deliver the newest video game to hit the market. It's under your control – the design, writing, and final touches must be perfect. Gamers, the company's die-hard customers, don't accept excuses. And it's just the beginning as a video game design intern.



Imagine – for a moment – the thrill of your students when they discover that they will have the opportunity to create functional video games that can be shared and played with friends and family.

Why Teach Video Game Design

Students are immediately attracted and engaged with video games. The fastest-growing segment of the entertainment market, computer and video games are expected to surpass movie box-office revenues by 2007. From script writers and software engineers to music composers and animators, there is a great need for creative, talented, and educated individuals in this fun and fast-paced profession. Game companies are looking for more women to join the development ranks as recent statistics show that over 40% of game players are female. But this industry isn't all fun and games; valuable simulations in the medical, military, aerospace, and many other fields use video game technologies in life-saving applications.

How We Teach

To make the curriculum easy to implement, all the necessary knowledge and skills in programming and creating video games are delivered through totally interactive software. Through text, pictures, animations, and digital video, students are led through the exciting world of video game development. Due to the highly interactive and self-directed nature of our curriculum, each student is 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, 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.

COMPUTER REQUIREMENTS

Windows® 98SE or higher, Microsoft® Internet Explorer 5.0 or higher, DirectX 8.1, 128 MB of RAM, 1 GB of hard disk space, CD-ROM, sound card, 8 MB video card memory (32 MB recommended), headphones, minimum 1024x768 screen resolution

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, and ISTE
- Educator's personal set of digital tutorial videos on creating video games

SOME KEY CONCEPTS AND OUTCOMES

- Apply the design process to real world problems
- Understand and demonstrate basic programming concepts and functions
- Locate objects using the rectangular coordinate system
- Understand and demonstrate how to use a 3D game editor
- Prepare an informational or persuasive oral presentation
- Explain the basic elements of a well-designed video game program

CURRICULUM LENGTH

The curriculum has been designed for flexibility; the length of this curriculum is controlled by the educator. Level One has two separate projects and can run from 20 to 45 hours. Level Two has four projects and can be used as a full semester course.

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