# FIRST VIDEO GAME DEVELOPMENT CURRICULUM RELEASED IN THE U.S.

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*I Support Learning*, an interactive educational curriculum design company in Olathe, Kansas, announces the release of the first video game development curriculum designed for grades 6-12 in the United States.

The Video Game Development Curriculum teaches programming basics, design, graphic arts, and entrepreneurship through the design of unique 3-D video games. Upon completion of the first project, students will have created their own customized video game that they can play on any PC.

In this first-person interactive experience, the student plays the role of an intern at a game development corporation where company execs have assigned them to a team working on a new game project. To make it more real for the student, they will receive e-mails, voicemails and faxes from others on their team, and can also receive certification on the tools of game development. In this project-based learning experience, the student gets a taste of real world issues as they interact with bosses, co-workers, and customers. The project and story create situations that make learning relevant, and engage the student in math, language, science, art, and technology. The software also provides detailed digital video demonstrations and animations to explain visually the "nitty-gritty" of programming and video game design. Educators are given their own set of support materials on a Teacher's Resource CD, which includes tutorials, rubrics, worksheet answers, standards listing and videos that explain each project in detail.

"What's really cool about this curriculum is that the students are automatically engaged in the material," says Steve Waddell, a Curriculum Designer with *I Support Learning*. "Kids know games, and they love games. Our course uses the theme of video games to tackle core subjects of math, language, art, programming, and science. What really amazes students is to find out how much math, science, and language is a part of video game development. For example,

one popular video game has over 22,000 lines of dialogue…someone had to write that."

The self-directed curriculum teaches the students how to create and personalize their games with their own images, colors, and logos. The curriculum is entirely computer-based, and the unique training videos allow the students to move along at their own pace, reviewing as needed, and allowing the curriculum to adapt to the needs of the motivated or less-than-motivated learner.

*I Support Learning* creates technology education curricula for grades 6-12, in areas such as artificial intelligence, horticulture, landscape design, robotics, home design, and video editing. All of their programs are interactive first-person project-based learning, with extensive video demonstrations, and the latest research to help students solve real-life problems. All their curricula are fully multidisciplinary and crafted to support national standards for Math, Science, Language, Art, Social Studies, and Technology. *I Support Learning* is a mission driven organization located in Olathe, Kansas.

For more information about the Video Game Development Curriculum, contact *I Support Learning* at www.isupportlearning.com/videogamedev.htm, or team@isupportlearning.com

**PHOTOS AND DEMOS AVAILABLE UPON REQUEST**