

**Game Design
Course Description 2018 - 2019**

Course Title: Game Design (CTE)
Grade Level: 6-12 or instructor approval
Prerequisites: None
Length of Course: One Year
Meets/Instructor: Thursdays, 12:30 pm - 2 pm
Canyon Oak
Jalynne Redman
email: jredman@ccoe.k12.ca.us

Requirements:

- 1) Chromebook
- 2) Signed Tech Waiver - **REQUIRED**
- 3) Internet Access - most assignments are online

Special Information: This workshop will be using the revised educational software package created for Gamestar Mechanic. An older version of this software was used in the “MOUSE” program in prior years, so may be too repetitive for those who participated in Mouse. For more information, contact the instructor.

Course Description:

97% of today’s kids play video games and most are interested in learning how to create their own games or working in the video game industry. This workshop will address these interests, with an emphasis on how video games are created through various design, implementation, prototyping and critiquing processes. The workshop

will offer direct instruction, project based learning and extensive opportunity for self-paced, online completion of activities.

Game Design will utilize the game design software Garage Mechanic which stresses both design and system thinking principles. This software uses a multifaceted approach, i.e.

- 1) The Quest - students play, edit and fix games**
- 2) The Workshop - students use drag and drop to design/create their own games**
- 3) Game Alley - students share their games, review other students' games and get feedback from the GS Community**

Additionally, students will be expected to critique their games and learning process though both blogging (Kidblog) and class presentations use Google apps and infographics.