



# Game Art Design At-A-Glance

**Intended Audience: Grades 9-10**

**Course Length: 36 weeks**

The video game industry is a multi-billion dollar industry with 58% of Americans playing video games (2013). The industry is one of the fastest growing markets as developers continue to create new and innovative products for unique entertainment experiences. This growth continues to provide a vital source of employment across the U.S. (ESA Entertainment Software Association). *Game Art and Design (GAD)* introduces students to the basic skills necessary to enter this growing industry. Game design refers to planning, designing, creating, and testing all types of games. Game designers will often work closely with other members of a team to create games for computers, video game consoles, phone apps, or the latest board game.

**History and Ethics:** Knowledge of the history of technology and societies helps people understand the world around them by seeing how people of all times and places have increased their capability by using their unique skills to innovate, improvise, and invent.

- Ancient Games
- History of Electronic Games
- Trends
- Game Ratings and Ethics: Knowledge of the history of technology and societies helps people understand the world around them by seeing how people of all times and places have increased their capability by using their unique skills to innovate, improvise, and invent.
- History of Cards

**Job Readiness:** Specific skills are necessary in order to obtain and keep a job in the competitive design industry.

- Skills in the Game Industry: Specific skills are necessary in order to obtain and keep a job in the competitive design industry.
- Execute the Documents Necessary to Enter the Game Industry.

**Game Design Culture:** Knowledge of the basic skills and components of any field makes one uniquely prepared to perform at a high level in that area.

- Social Game Interaction and Player Patterns
- Summarize Formal Game Elements, Objectives
- Summarize Formal Game Elements, Procedure and Rules
- Summarize Formal Game Elements, Probability
- Summarize Formal Game Elements, Resources and Boundaries
- Categorize Game Theory
- Categorize Game Genres

**Prototype Production:** The production of realistic models is a skill necessary in the design process as well as a tool used to sell a proposed product.

- Game Conceptualization
- Prototype Production

**3D Game Design:** Learning skills specific to an industry will better prepare an applicant for a job. 3D modeling and rendering are necessary skills for the game industry.

- Execute 3D Modeling and Texturing
- Produce 3D Animation and Character

**2D Game Design:** It is essential for Game Designers to fully understand the design process as well as the software skills needed to create successful designs.

- Illustrate Basic 2D Game Engine Design, Engine Components, and Genres

**2D Game Production:** The design and production of realistic models are necessary to sell a proposed product.

- Creating a 2D Game

