



# Design and Multimedia Arts Program of Study: Video Game Design

Explore creative career opportunities in graphic design and illustration. Apply your skills through real-world advertising and visual communications opportunities.

## RECOMMENDED COURSE SEQUENCE

### 1 **Digital Interactive Media** (1 credit) (9<sup>th</sup> – 10<sup>th</sup> Grade)

Analyze and assess current and emerging technologies while design and creating multimedia projects that address customer needs. Use problem solving strategies to create innovative products. Develop interpersonal skills needed in a rapidly evolving workplace environment.

2 **Animation and Video Game Design (HCTC)** (2 credits) (10<sup>th</sup> - 11<sup>th</sup> Grade) Learn traditional animation methods using digital tablets and professional software, then advance to 3D modeling and animation using the same programs used at major film and game studios. You can even gain certification in Adobe and Autodesk programs, which can give you an advantage on your resume when you graduate. Enroll in animation and get ready to create!

explore one of the largest industries in the global marketplace and the new emerging careers it provides in the field of technology. Students will learn gaming, computerized gaming, evolution of gaming, artistic aspects of perspective, design, animation, technical concepts of collision theory, and programming logic. Students will participate in a simulation of a real video game design team while developing technical proficiency in constructing an original game design.

### 3 **Advanced Video Game Design\* (HCTC)** (2 credits) (11<sup>th</sup> - 12<sup>th</sup> Grade)

Advanced Video Game Design consists of computer images created in a virtual three-dimensional (3-D) environment. Advanced Video Game Design 2 has applications in many careers, including criminal justice, crime scene, and legal applications; construction and architecture; engineering and design; and the movie and game industries. Students in this course will produce various 3-D models of real-world objects. The six strands include creativity and innovation; communication and collaboration; research and information fluency; critical thinking; problem solving, and decision making; digital citizenship; and technology operations and concepts.

*For more information about CTE Course requirements, view our EMS ISD Course Description Handbook.*

*\*Indicates a TEA approved Advanced CTE Course*

