

GAME DESIGN AND INTEGRATION PATHWAY

Program Description

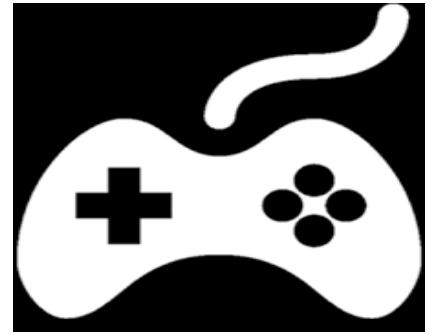
Students trained in the Game Design and Integration Pathway will develop an overview of basic elements of game design. Upon completion of the pathway requirements, students will find that their skills are highly marketable and will have the training to be employable in an entry level position. Students selecting this pathway will engage in an instructional program that integrates academic and technical preparation combined with hands-on contextual learning, including: project-and work-based instruction, laboratory, and career preparation. Students will explore and develop their innate creative talents to implement designs of their own. Students will research in multiple areas, including graphic composition, modeling, sprite based animation, bone based animation, audio engineering, visual effects, game mechanic design and game programming. Through the completion of this program, students will learn the principles, history, and theory of game design. Also, students will be able to use technical knowledge around equipment, techniques and style. Further post-secondary education is highly recommended and may be required.

For more information go to:

- www.onetonline.org
- www.bls.gov/ooh/
- www.careeronestop.org
- www.virtualjobshadow.com
- www.collegegrad.com/
- www.cacareerzone.org/

Interview Ready Portfolio

- Job Application
- Resume
- Cover Letter & Thank You Letter
- Letters of Recommendation
- Certificates of Achievement / Awards



CTE PATHWAY CORD REQUIREMENTS

The following courses and program components are required for the pathway graduation cord and require a grade of "C-" or better

Introductory Course:

- *Analog Game Design

Concentrator Course (one course):

- *Computer Graphics

Capstone Course:

- *Digital Game Development

*course offered at RVHS campus

Experiential Learning (20 hours):

- Projects require prior approval from instructor and instructor grade upon completion

Interview Ready Portfolio:

- Complete the Interview Ready Portfolio; including a final interview with a business partner

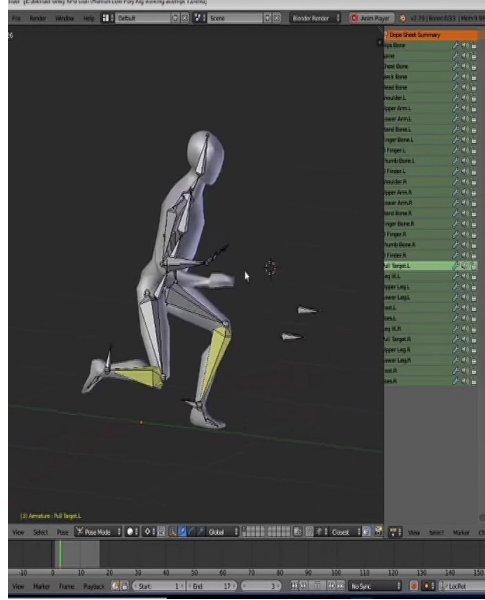
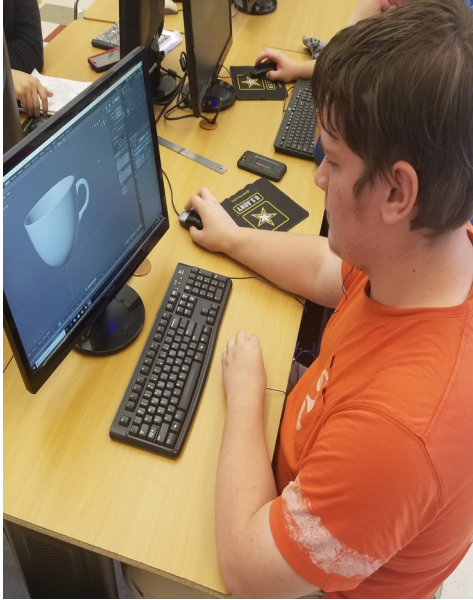
Upon completion of the program requirements, a certificate and graduation cord will be awarded.



CTE Pathways to the Future



GAME DESIGN AND INTEGRATION PATHWAY



Careers in this Pathway include:

- Game Designer
- Game Developer
- App Developer
- Animator
- Graphic Designer
- Software Developer

TECHNICAL SKILLS

The Game Design pathway courses are A-G approved and meet the UC lab science

REAL WORLD LEARNING

Game Design students will apply their skills to create games and assets for public use.

Multimedia Artist and Animator

2016 Employment
26,900

2026 Employment
29,500

Percent Change
(2016-2026)
9.7%

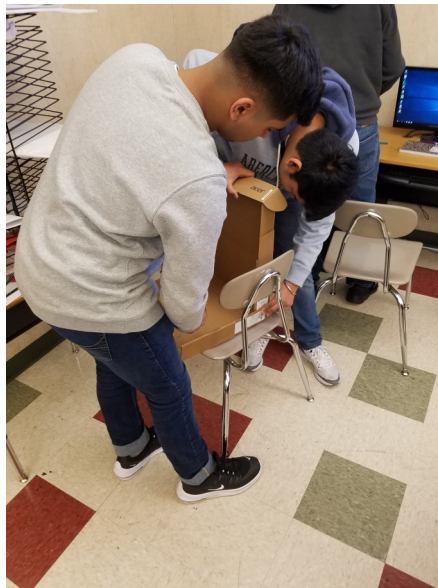
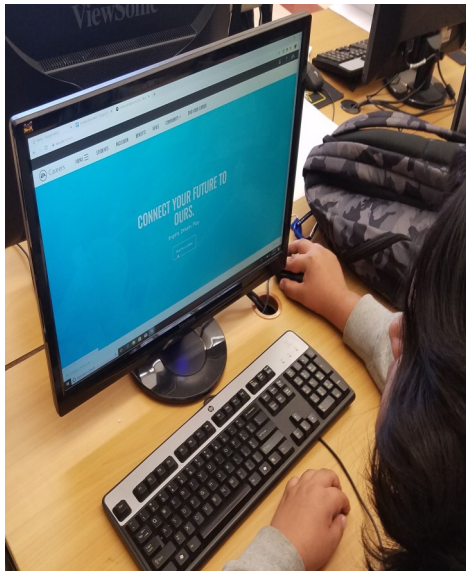
Annual Projected job openings
2,460

Median Hourly Wage
\$40.08

Median Annual Wage
\$83,360

Entry Level Education
Bachelor's Degree

Source: EDD/LMID, California Projections 2016-2026



CAREER EXPLORATION

Students will explore career options and post high school requirements needed to transition to employment or additional education and training

STUDENT LEADERSHIP

Leadership training is an integrated component of the Game Design Pathway