

Introduction to Video Game Design

Media Type: Microsoft® PowerPoint® Presentation

Duration: 89 slides

Goal: To discuss the process and components involved in video game design, including hardware, operating systems, software and the design process.

Description: This production explores the video game design industry, its history and technological progression and its impact on society. It also provides detailed information on the design and production process. Hardware, operating systems and software commonly used in video game design are also discussed.

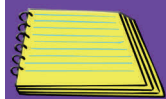
Objectives:

1. To provide an overview of the scope and evolution of the video game design industry.
2. To discuss equipment and techniques used in video game design.
3. To describe video game operating systems and software.
4. To learn about the video game design process.

Horizontal Alignment

Core-Subject Area	Foundation Concept	Basic Understanding
Language Arts	<i>Application of Writing Skills</i>	<ul style="list-style-type: none">• Descriptive, informative, creative and persuasive writing• Organizing logical arguments• Brainstorming• Utilizing reference materials• Enhancing grammatical mechanics• Vocabulary enhancement
	<i>Analysis of Text & Information</i>	<ul style="list-style-type: none">• Drawing inferences and generalizations• Critical thinking• Creative thinking• Expression of thoughts and ideas• Communication skills• Correlating text events with personal experiences• Developing listening and comprehension skills• Creating visual representations
	<i>Technology Applications in Literature</i>	<ul style="list-style-type: none">• Utilizing document processing software• Utilizing presentation processing software• Internet-based research

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Lesson Plan

Student and Teacher Notes are available to print in outline format. You can access these documents under the “Printable Resources” section. If student licenses have been purchased, an interactive version of the Student Notes is available in the “Interactive Activities” section. If printing the full PowerPoint® is desired, you may download the file and print the handouts as needed.

Class 1: Begin class by distributing the *Introduction to Video Game Design Vocabulary Handout*. Show slides 1 to 17 of the *Introduction to Video Game Design - The Industry* segment. Introduce the *Impact of Video Game Design Activity* and allow groups to begin working.



Slides
1-17

Class 2: Show slides 18 to 24 of the *Introduction to Video Game Design - The Industry* segment. Students should complete the corresponding *Assessment*. Allow the remainder of the class for groups to work on the *Activity*.



Slides
18-24

Class 3: Show slides 25 to 35 of the *Introduction to Video Game Design - Hardware* segment. Allow the remainder of the class for groups to work on their *Activity*.



Slides
25-35

Class 4: Show slides 36 to 42 of the *Introduction to Video Game Design - Hardware* segment. Students should complete the corresponding *Assessment*. Distribute the *Hardware Pros & Cons Activity* and allow the remainder of the class for students to work.



Slides
36-42

Class 5: Show slides 43 to 58 of the *Introduction to Video Game Design - Operating Systems & Software* segment. Allow the remainder of the class for students to work on their *Activities*.



Slides
43-58

Class 6: Show slides 59 to 62 of the *Introduction to Video Game Design - Operating Systems & Software* segment. Students should complete the corresponding *Assessment*. Assign the *Game*



Slides
59-62

Development Software Activity and allow the remainder of the class for students to work.

Class 7: Show slides 63 to 78 of the *Introduction to Video Game Design - Design & Production Process* segment. Hand out the *Game Design & Production Project* and allow students to begin working.



Slides
63-78

Class 8: Show slides 79 to 89 of the *Introduction to Video Game Design - Design & Production Process* segment. Students should complete the corresponding *Assessment*. Allow the remainder of the class for students to work on their *Projects*.



Slides
79-89

Class 9: Distribute the *Introduction to Video Game Design Final Assessment* and allow time for students to complete it. Lead the class discussion so students can share their findings from the *Impact of Video Game Design Activity*. Allow any remaining time for students to work on their *Project/Activities*.

Class 10: Lead the class discussion so students can share their findings from the *Activities* with the class. Allow the remainder of the class for students to work on their *Projects*.

Class 11: Students should use the entire class to finish and turn in their *Projects*.



Video Game Design and Development

- www.apa.org/gradpsych/2012/01/hot-careers.aspx
- GAMEDESIGNING**
- www.gamedesigning.org



Skills USA

- 3-D Visualization and Animation
- Technology Student Association**
- Video Game Design

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Career Connections

Using the *Career Connections Activity*, allow students to explore the various careers associated with this lesson. See the *Activity* for more details. *If student licenses have been purchased:* Students will select the interviews to watch based on your directions. *If only a teacher license is purchased:* Show students all the career interviews and instruct them to only complete the interview form for the required number of interviews.

- iCEV50524, Jerry Sensabaugh, Vice President of Operations, Big Bad Wolf Creative Group
- iCEV50523, Chuck Johnson, President, Big Bad Wolf Creative Group
- iCEV50193, Trenton Gary, Audio/Video Engineer, Motion Picture Enterprises



Lab Activities

Impact of Video Game Design

Directions:

Divide the class into two groups and assign one group the positive aspects of the video game industry and the other the negative aspects. Using the Internet, library or any other available resources, groups should research how the video game design industry affects culture, communication, expression, emotion, etc. based on the aspect assigned. Groups should perform broad research about the historical impact of the video game design industry, including technological progression. Considering the research, groups should develop an argument regarding specific societal and cultural aspects which either hinders or advance the industry (according to which group they are in) and create a specific example for the argument, then perform further research which specifically relates to the argument selected and create a more detailed argument in order to explain and assert the research. Groups should find at least three sources. Once each group has made their initial argument, students should be prepared to respond to questions and counterarguments from the opposing group. As a class discuss the outlook of the industry.

Hardware Pros & Cons

Directions:

Using the Internet, library or any other available resources, students should research the various types of video game hardware (home systems, handheld devices, tablets and smartphones, personal computers). Using their research, students should determine at least three pros and three cons for each. Include information on file formats, electronic file sharing, compatibility, etc.. Once students have gathered all information, they should develop a table detailing their findings and provide a short explanation on why they think their choices are either pros or cons. Remind students to attach a citation sheet listing all sources used to the table. Lead a class discussion so students can share their findings with the class.

Game Development Software

Directions:

Students will research what should be included in a game development software program and decide what a designer should consider and want in a software program. Students should seek out at least three free game development software programs and three paid game development software programs, making notes of the benefits and detriments of each. After researching the different software programs, students should choose a software in which they think is the best and would consider using if creating a game. Students should be prepared to share their choices with the class, listing the benefits as well as why they chose the specific game development software program.



Projects

Game Design & Production

Directions:

For this *Project* students will be designing a video game of their choice. Remind students to include as many details as possible in each step. Step 1: decide on a game concepts; step 2: create the game design document; step 3: determine the post production steps. See the *Project* sheet for more detailed instructions.