Novato Unified School District
Novato High School

Video Game Design Pathway

CTE Industry Sector: Arts, Media, and Entertainment
CTE Pathway: Game Design and Integration

Why Video Game Design?

- Do you like playing video games? Do you think you have what it takes to design a video game that others would like to play?
- Learn how to create, map, and develop a video game design from start to finish
- Learn from other like minded students and develop your technical creation skills along the way
- Learn and meet with professionals from the Video Game design industry.

In this project-based approach to learning Video Game Design, students will learn to create fine arts using the computer and a variety of cutting-edge software to manipulate images with stunning techniques. Students will refine their ability to transform thought into meaningful images using the vocabulary of the visual arts and become increasingly skilled with progressively more advanced digital tools and technologies

Video Game Design 1:
Video Game Design and Development is intended to be a 4-year pathway program. In the first year, students use Unreal Editor to learn the basics of designing, developing and creating video games. Students will learn storytelling, level design, character design, game art creation, and visual scripting.
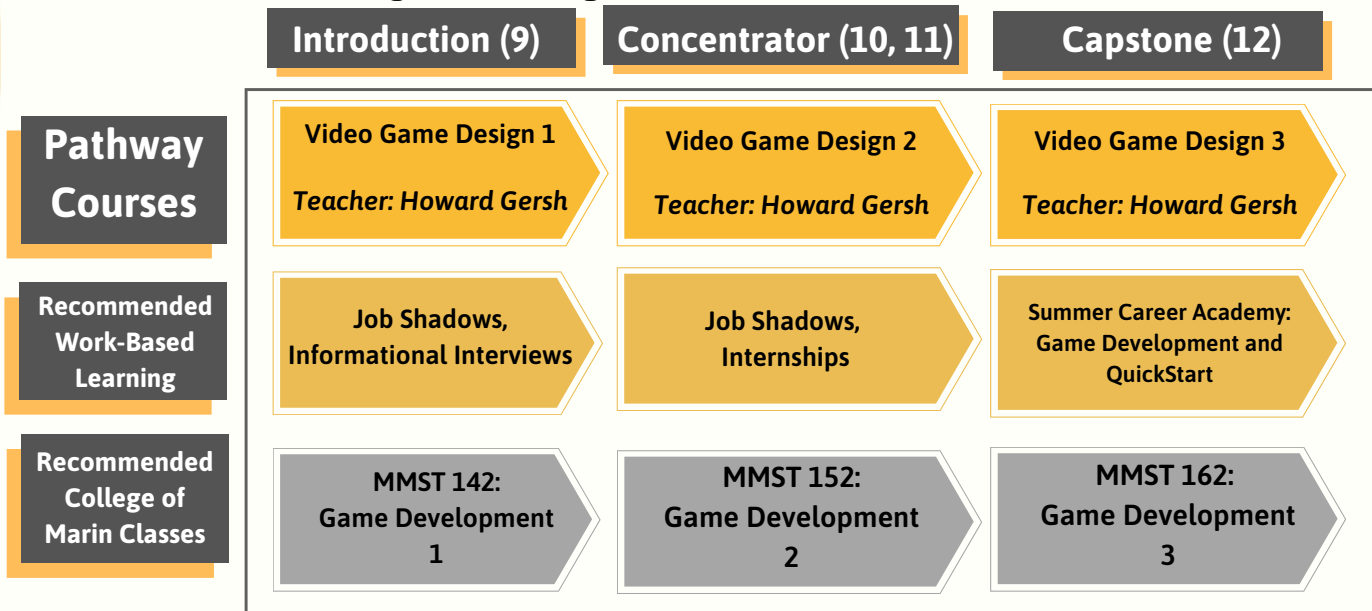
Video Game Design 2-4:
In subsequent years, students will build more complex games in teams where they can specialize in a particular role or discipline. In addition to honing their skills they acquired in the first year, they will also incorporate task, time, and budget management techniques. Students in advanced years will also be collaborating with other departments and have an opportunity to create their games for use in virtual reality (VR).

Have fun and learn valuable skills!

For more information, visit:
<u>Video Game Design</u>
or speak with your counselor!

MARIN COUNTY
OFFICE OF EDUCATION

Pathway Sequence of Courses

	Introduction (9)	Concentrator (10, 11)	Capstone (12)
Pathway Courses	Video Game Design 1 *Teacher: Howard Gersh*	Video Game Design 2 *Teacher: Howard Gersh*	Video Game Design 3 *Teacher: Howard Gersh*
Recommended Work-Based Learning	Job Shadows, Informational Interviews	Job Shadows, Internships	Summer Career Academy: Game Development and QuickStart
Recommended College of Marin Classes	MMST 142: Game Development 1	MMST 152: Game Development 2	MMST 162: Game Development 3

Areas of Study
Learn skills in these areas:

- Software Engineering
- Digital Art and Animation
- Unity Game Design
- Narration Design
- Computer Science
- Graphic Design
- Project Management

Start your career path in this high-growth, high-paying industry!

Potential Occupations

- Graphic and Web Design
- Motion Graphics
- 2D and 3D Animation
- Game Designer
- Software Engineer
- Software Application Developer
- Audio and Video Equipment Technician

Labor Market Information - Bay Area Region
High-growth careers available in this industry sector:

Graphic Designers	Web Developers	Software Developers, Applications
Median Annual Wage: $71,635	Median Annual Wage: $90,557	Median Annual Wage: $128,029