



Computer Game Design

Certiport Authorized Testing Center



COMPUTER GAME DESIGN blends an engaging, learning environment with core content. Each student will discover his/her strengths within the gaming, creative arts and programming industry. Students will be immersed in a simulated design studio team setting where they will develop the skills needed in the area of personal/professional interaction, team building and technology skills. They will design and build video games using industry standard software and standard business applications.

Work Environment

Individuals who work in the Computer Game Design field create and develop video games for the popular gaming industry. In addition to technical skills, individuals need to employ teamwork and communication with others. Individuals may work in an office setting working approximately 40 hours a week.

Career Opportunities

Game Designer
Computer Programming
Graphic Arts
2D/3D Modeler
Artist
Music & Sound Designer
Coding
Entrepreneur
Event Planning
Sales
Office Worker

Advanced Standing Available*

Five Towns College
Monroe College
SUNY Canton

*College credits may be earned by meeting the criteria of articulation agreements (see listing in Handbook) Tech has established with SELECT colleges. In addition, check directly with the post-secondary institutions for any additional credits they may offer.

Academic Credits integrated:

Tech Math, Tech Phys Sci., Eng 12, Eco, CFM, Comp App

CTE Endorsement

Students must successfully meet the academic and attendance criteria for a two-year Wilson Tech Certificate of Completion, be High School diploma eligible and pass the following exam: Microsoft Office Specialist Exam (MOS)

Student Supplies

Additional supplies will need to be purchased for this program.

Average Annual Wage

Salaries are subject to market fluctuations.
For the most current updates on local & national wages go to job search engines on the internet and www.careerzone.ny.gov

Course Outline

- Plan and manage a computer design project
- Develop computer art (2D & 3D) and animations
- Understand computer programming
- Create story boards and character maps
- Design and build video games
- Employ strategies and tactics in a virtual world
- Create marketing plans
- Implement computer programming
- Professional communication
- Utilization of Microsoft Word, Excel and PowerPoint
- App design and planning