

Game Art and Design (TS31)

Understand history careers and ethics in gaming **GAD1.0**

1.01 Understand skills and careers to work in the gaming industry **GAD1.1**

1.02 Recall the history of games and the game industry **GAD1.2**

1.03 Understand rating systems and ethics in the gaming industry **GAD1.3**

Understand the elements of game theory **GAD2.0**

2.01 Understand player experience **GAD2.1**

2.02 Classify game elements **GAD2.2**

2.03 Categorize games by interaction, objectives and genres **GAD2.3**

Apply pre-production techniques to plan game prototypes **GAD3.0**

3.01 Summarize the development process of game design **GAD3.1**

3.02 Apply game conceptualization methods including brainstorming, sketching, and storyboarding **GAD3.2**

3.03 Execute a game design document **GAD3.3**

3.04 Apply procedures to produce an original game prototype **GAD3.4**

3.05 Outline level layouts to plan and populate games **GAD3.5**

3.06 Evaluate the prototype using game design parameters **GAD3.6**

Apply procedures to develop a game **GAD4.0**

4.01 Recognize a basic game engine interface and correct terminology sketching, and storyboarding **GAD4.1**

4.02 Demonstrate creation of game assets and game engine elements **GAD4.2**

4.03 Produce original game environments and levels **GAD4.3**

4.04 Produce an original game using existing game theory and design **GAD4.4**

Apply post-production techniques to evaluate video games **GAD5.0**

5.01 Organize and produce a game design portfolio **GAD5.1**

5.02 Evaluate original games using game theory and quality assurance principles **GAD5.2**