



GRADE 12

3D Game Design

SD43 Coquitlam

3D Game Design is a 'how to' course designed to teach you the fundamental philosophies of game design and apply them in a hands-on manner using a step-by-step process that develops your 'game design muscles'. Most of class time for students in this course will be dedicated to the creation of their own 3D game concept.

Credits: 4

Approval Date: Apr 2019

Hours: 120

Trax Code: Y

GOALS AND RATIONALE

3D Game Design and its various related fields of work are viable occupations for students in BC. This type of course gives students an experience in this field prior to committing to a post-secondary program. The challenge of making games in a 3D environment is the scope of expectations considering the complexity of planning, developing and publishing in 3D. Despite its challenges, 3D game development can be very rewarding and fun. Using creative and critical thinking, students will have the o

BIG IDEAS

Video games are interactive story telling 3D game design allows the artist to suspend the rules of reality There are many ways to interact and play in games The process of 3D game design involves a cycle of design, test, evaluate and revise. 3D Game Design involves a wide range of technical and artistic skills, collaboration and self-exploration

ADDITIONAL INFORMATION

Aboriginal Worldviews and Perspectives: Learning is embedded in memory, history, and story. Learning involves recognizing that some knowledge is sacred and only shared with permission and/or in certain situations (cultural appropriation). Learning requires exploration of one's identity. 3D Game Design is interactive storytelling and could be easily related to the aboriginal perspective on storytelling and how it relates to one's self, community, the land, and its people.