



**GRADE 11**

# Video Game Development 11

## SD23 Central Okanagan

In this course students will develop the skills & knowledge to work within the Zero game engine to create functioning video games. These skills will involve graphics design, level design, balancing, troubleshooting & scripting (programming) & game theory to be able to create a functioning work.

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**Credits:** 4

**Approval Date:** Oct 2021

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**Hours:** 120

**Trax Code:** YIA

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## GOALS AND RATIONALE

The goal of this course is to encourage students to discover the skills & knowledge used in today's video game design industry. These skills are transferable to many digital careers including animation, programming, web design & any area where multiple disciplines come together to create a product.

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## BIG IDEAS

Social, ethical, & sustainability considerations impact design. Design choices require the evaluation & refinement of skills. Tools & technologies can be adapted for specific purposes. Productive play requires attention to balancing each participants roles.

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## ADDITIONAL INFORMATION

A computer lab, preferably one with desktop computers that are powerful enough to run 3d modelling & video production programs. These computers will need the Zero Engine installed from the Digipen Tech Academy as this is the game design engine that we will be working with. Additionally these computers need to have Photoshop, notepad & internet connectivity to be able to access all required resources.