



VIDEO GAME DEVELOPMENT

Program of Study

One or Two-Year Program



Career Cluster: Information Technology

Career Cluster Pathway: Programming & Software Development, Interactive Media, Network Systems, Information Support & Services

This Career Pathway Program of Study can serve as a guide along with other career planning materials as learners continue on a career path. Courses listed within this program are only recommended coursework and should be individualized to meet each learner's education and career goals. The courses outlined below are only RECOMMENDATIONS.

Course offerings may vary from high school to high school. Additionally, a PPR (Personalized Pathway Requirement) may be used in lieu of some of the World Language and/or Art credit requirement. See your high school counselor for additional graduation requirement information.

PPR – Personal Pathway Requirement *World Language – 2.0 credit may be met through a PPR **Art – 1.0 credit may be met through a PPR

EDUCATION LEVELS	GRADE	English/ LanguageArts	Math	Science	Social Studies	Other Requirements	Electives	Summer School Offerings High School Credit Free of Charge
MS	6-8	Grade Level ELA	Grade Level Math	Grade Level Science	Grade Level Social Studies		STEM Classes/Middle School <i>Introduction to Digital Photo Tech Foundations</i> <i>Computer Science Discoveries 1</i> <i>Computer Science Discoveries 2</i> <i>Video Game Design 1</i> <i>Video Game Design 2</i>	Summer School Available After the 8th Grade Year
High School	9	ELA 9	Integrated Math I OR Intensive Integrated Math I	Physical Science		PE Health World Language* Art**	CTE & Elective Options to be Taken Grades 9-11 Skilled and Technical Sciences <ul style="list-style-type: none"> Digital Photography 1, II & III Multimedia Design I & II STEM <ul style="list-style-type: none"> STEM I STEM II STEM III CHS-UW/CSE 142 Computer Programming AP Computer Sci Principles 	PCSC Summer School Aerospace Machining & Fabrication, Aerospace Composites, Automotive Technology, Construction Trades, PC Networking & Hardware Repair at PCSC See PCSC Summer School application for additional course offerings at other PCSC summer school locations. Offerings also include CTE classes that may satisfy academic credit graduation requirements – specifically in art, PE, and health.
	10	ELA 10	Integrated Math II	Biology OR BIOL 101 (CHS/CWU)	World History OR CHS-EWU/ HIST 103	PE World Language* Art**		
	11	ELA 11 OR ENGL 101 (CHS/EWU)	Integrated Math III OR Consumer Math III	Grade Level Science	US Studies OR AP US History	PE	Junior Year Options at PCSC: Video Game Development ITS & Cybersecurity	
	12	ELA 12 OR ENGL 170 (CHS/EWU)	1.0 Technical/3rd Year MathCredit - Video at PCSC	RECOMMEND 4 TH YR SCIENCE	Civics & Economics OR CHS/Pol Sci 210		3.5 Occupational Ed Credits Video Game Development at PCSC	
Credit Equivalency, Certifications & Dual Credit	High School Credit Equivalency: 1.0 Technical Math/3 rd year Math 3.5 CTE/Elective			Certifications Earned at PCSC: AP Computer Science Principles Unity Precision Exams		Articulation/Dual Credit: Bates Technical College – 5 credits Clover Park Technical College – 5 credits Pierce College – 5 credits CHS (College in the High School) UW – 5 credits; CWU – 5 credits; EWU – 15 credits <i>Articulation agreements and number of credits are subject to change</i>		

Clubs and Extracurricular Activities	TSA Technical Student Association	OMS TSA Advisor: Oliver Chadwick chadwicko@orting.wednet.edu	OHS TSA Advisor: Denise Thompson thompsond@orting.wednet.edu
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Additional Program Information

Course Description

The Video Game Development program is designed to teach students to create video games using trigonometry and higher math, computer programming in C#, as well as 2D and 3D animation. This course will prepare students with the skills necessary for the video game industry's need for qualified video game programmers and artists.

<p>Course Outline</p> <ul style="list-style-type: none"> ● Introduction to Game Design ● C# Programming Language ● Python Programming Language ● Linear Algebra ● 3D Modeling and Animation ● Java Programming Language ● C Programming Language ● C++ Programming Language 	<p>Local Public Post-Secondary Options</p> <ul style="list-style-type: none"> ● DigiPen Institute of Technology ● Washington State University ● Western Washington University ● University of Washington ● University of Washington – Tacoma ● Clover Park Technical College ● Tacoma Community College ● Pierce College ● Academy of Interactive Entertainment 																				
<p>Careers & Job Outlook The information provided below is from the Washington State Employment Security Department.</p> <p>https://esd.wa.gov/labormarketinfo/learn-about-an-occupation#/details</p> <table border="0"> <thead> <tr> <th style="text-align: left;">Occupation</th> <th style="text-align: left;">Annual Salary</th> </tr> </thead> <tbody> <tr> <td>Game Designer</td> <td>\$74,118</td> </tr> <tr> <td>Graphic Designer</td> <td>\$77,685</td> </tr> <tr> <td>Multimedia Artist/Animator</td> <td>\$89,977</td> </tr> <tr> <td>Art Directors</td> <td>\$101,126</td> </tr> <tr> <td>Computer Systems Analyst</td> <td>\$119,225</td> </tr> <tr> <td>Computer Programmer</td> <td>\$119,320</td> </tr> <tr> <td>Software Developer</td> <td>\$130,297</td> </tr> <tr> <td>Software Developers, System Software</td> <td>\$130,297</td> </tr> <tr> <td>Computer & Information Research Scientists</td> <td>\$134,749</td> </tr> </tbody> </table>	Occupation	Annual Salary	Game Designer	\$74,118	Graphic Designer	\$77,685	Multimedia Artist/Animator	\$89,977	Art Directors	\$101,126	Computer Systems Analyst	\$119,225	Computer Programmer	\$119,320	Software Developer	\$130,297	Software Developers, System Software	\$130,297	Computer & Information Research Scientists	\$134,749	<p>Additional career and outlook information can be found on the following websites:</p> <p>www.bls.gov www.careerbridge.wa.gov</p>
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