

General Course Information

Course Name: Game Programming and Multimedia Design	
Department: Technology & Engineering	Grade Level(s): 9-12
Duration/Credits: 1 semester/ .5 practical art credit	Prerequisites: Successful completion of Graphic Design or Computer Art Studio is strongly recommended
BOE Approval Date:	Course Code H4225
Course Description:	
<p>Game Programming and Multimedia Design will introduce the student to the concepts of programming for the 21st century. Throughout this course, the student will be introduced to programming tools that will enable them to create computer animations. The student will discover how to blend traditional problem-solving techniques with contemporary Hollywood-style story-boarding to create 3-D virtual worlds. This course provides an introduction to object-oriented programming in a 3D graphical programming environment. This is a project based course.</p>	
Course Rationale:	
<p>Interactive multimedia skills are in high demand. Having the skills to tie technology education and graphic design into creative programming provides diverse opportunities for students in their post-secondary careers and education.</p>	
Course Objectives:	
<ul style="list-style-type: none">• The student will read about and analyze factors relating to online citizenship and safe practices (A+ Reading).• The student will research various careers associated with programming and the internet (A+ Research).• The student will develop programs, give and receive feedback, and problem solve (A+ Speaking and Listening).• The student will reflect through discussion and writing on the programming process and end results (A+ Writing)• The student will learn at least one current programming language and collaborate to create interactive, multimedia programs.• The student will maintain a safe and clean working environment.• The student will use industry-standard hardware and software to develop interactive multimedia programs.	