

Practicum in Information Technology Video Game Design

Local Course #: 82361

State Course ID: 13028000

Course Description:

This capstone course is designed to teach the foundational concepts of computer programming in a fun and interactive environment, using video game design as a medium to engage students. While the course focuses on the development process of video games, the primary goal is to equip students with the essential programming skills and knowledge necessary for success in the broader field of software development. Students will explore the application, design, production, implementation, and maintenance of software using industry-standard tools like Unreal Engine, with an emphasis on critical thinking, problem-solving, and the application of IT concepts. By the end of the course, students will have a solid foundation in programming and software development, preparing them for various careers in the technology industry.

Link to TEKS:

[https://texas-sos.appianportalsgov.com/rules-and-meetings?\\$locale=en_US&interface=VIEW_TAC_SUMMARY&queryAsDate=08%2F08%2F2025&recordId=225639](https://texas-sos.appianportalsgov.com/rules-and-meetings?$locale=en_US&interface=VIEW_TAC_SUMMARY&queryAsDate=08%2F08%2F2025&recordId=225639)

First 9 Weeks Major Topics:

How to create a professional project proposal.

Second 9 Weeks Major Topics:

The importance of project management.

Third 9 Weeks Major Topics:

Evaluating progress and how to make changes to the plan if needed.

Fourth 9 Weeks Major Topics:

How to finish and prepare a demo of the finished product.