Imperial Valley Regional Occupational Program
Video Game Development Course Outline – 80 Hours

Units of Instruction/Competencies	Hours

1. Essential Employability Skills/Career Preparation Standards
   a. Understands how personal skill development affects employability (positive attitude, honesty, self-confidence, time management).
   b. Understands principles of effective interpersonal skills (group dynamics, conflict resolution, negotiations).
   c. Understands the importance of good academic skills, critical thinking, and problem-solving in the workplace.
   d. Understands principles of effective communication.
   e. Understands occupational safety issues and observe all safety rules.
   f. Understands career awareness, paths, and strategies for obtaining employment.
   g. Understands and adapt to changing technology.
   h. Understands and prepare for employment (resume, job application, job interview, portfolio development).
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2. Introduction and Overview
   a. Learn video game design process
   b. Discuss game genres
   c. Managing and documenting the game design process
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3. Design Documents
   a. Knowledge of treatments
   b. Review online design document
   c. Create a video game treatment
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4. Game Genres and Formats, and Development Teams
   a. Knowledge of major genres, turn-based versus RTS, wireless, online, and multiplayer
   b. Knowledge of design and production process
   c. Knowledge of sales, marketing, and support personnel
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5. Game Design Theory
   a. Knowledge of world building
   b. Understands balancing game play hooks
   c. Knowledge of game mechanics
   d. Knowledge of pacing
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6. Understands Level Design (goals, progression, flow, and balance)	3

7. User Interfaces
   a. Understands user interaction
   b. Knowledge of interfaces for 3D environments
   c. Knowledge of camera control for 3D environments
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8. Knowledge of Characters and Storytelling (structure and development)	4

9. Puzzle Building
   a. Awareness of types of puzzles
   b. Understands levels of difficulty
   c. Knowledge of design
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10. The Development Team
   a. Knowledge of production
   b. Understands design
   c. Understands programming
   d. Understands art component
   e. Understands testing requirements
   f. Understands role of sales and marketing
   g. Understands duties of back office
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