Florida CTE

Game & Simulation Foundations (2024)

Identify commonly used art and animation production tools in the game design industry. CTE-IT.912.8208110.1	1 **Identify, categorize and discuss art and animation tools commonly used in game design.** CTE-IT.912.8208110.1.1
Understand intellectual property rights, copyright laws and plagiarism as it applies to creative assets. CTE-IT.912.8208110.2	2 **Understand intellectual property rights, copyright laws and plagiarism as it applies to creative assets.** CTE-IT.912.8208110.2
Explain the importance of employability skill and entrepreneurship skills as it relates to game/simulation development. CTE-IT.912.8208110.3	1 **Identify and demonstrate positive work behaviors needed to be employable.** CTE-IT.912.8208110.3.1 2 **Maintain a career portfolio to document knowledge, skills, and experience.** CTE-IT.912.8208110.3.2 3 **Evaluate and compare employment opportunities that match career goals.** CTE-IT.912.8208110.3.3 4 **Identify and exhibit traits for retaining employment.** CTE-IT.912.8208110.3.4
Identify tools and software commonly used in game development. CTE-IT.912.8208110.4	1 **Identify and discuss the popular game development tools currently used in the industry.** CTE-IT.912.8208110.4.1 2 **Identify and discuss popular gaming engines.** CTE-IT.912.8208110.4.2 3 **Identify and discuss popular world building tools.** CTE-IT.912.8208110.4.3
Investigate career opportunities in the game industry. CTE-IT.	1 **Describe job requirements for a variety of occupations within the game development industry.** CTE-IT.912.8208110.5.1 **dentify current employment trends and career opportunities in the game ndustry.** CTE-IT.912.8208110.5.2

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Demonstrate research and information fluency. CTE-IT.912.8208110.6	1 **Play games to research and collect game play data.** CTE-IT.912.8208110.6.1
	2 **Evaluate, analyze and document game styles and playability.** CTE-IT.912.8208110.6.2
	3 **Determine the dramatic elements in games, including kinds of fun, player types and nonlinear storytelling.** CTE-IT.912.8208110.6.3
Demonstrate an understanding of the techniques used to evaluate game mechanics, game play, flow, and game design. CTE-IT.912.8208110.7	1 **Test and analyze games to determine the quality of rules, interfaces, navigation, performance, play, artistry and longevity in design and structure.** CTE-IT.912.8208110.7.1
	2 **Research and evaluate the game analysis techniques used by the video game industry.** CTE-IT.912.8208110.7.2
	3 **Identify the key elements in a game and make intelligent judgments about whether the game succeeded or failed in its objectives.** CTE-IT.912.8208110.7.3
	4 **Evaluate professional reviews and write a critical analysis of a current video game.** CTE-IT.912.8208110.7.4
Explore the methods used to create and sustain player immersion. CTE-IT.912.8208110.8	1 **Research and define the term "player immersion".** CTE-IT.912.8208110.8.1
	2 **Explore and explain the factors that create player immersion in a game.** CTE-IT.912.8208110.8.2
	3 **Examine popular games and explain the methods each game uses to increase player immersion.** CTE-IT.912.8208110.8.3
Describe the game development life cycle. CTE-IT.912.8208110.9	1 **Identify steps in the pre-production process including the proof of concept and market research.** CTE-IT.912.8208110.9.1
	2 **Describe the iterative prototyping process – Alpha, Beta, RTM.** CTE-IT.912.8208110.9.2
	3 **Determine platform, technology and scripting requirements.** CTE-IT.912.8208110.9.3
	4 **Implement techniques of scenario development, levels, and missions.** CTE-IT.912.8208110.9.4
	5 **Discuss game testing requirements and methods.** CTE-IT.912.8208110.9.5
	6 **Identify and describe maintenance, upgrade and sequel issues.** CTE-IT.912.8208110.9.6
De pr written and oral	**Use listening, speaking, telecommunication and nonverbal skills and strategies to communicate effectively with supervisors, co-workers, and customers.** CTE-

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communication required in the game development industry. CTE-IT.912.8208110.10	CTE-IT.912.8208110.10.1
	2 **Organize ideas and communicate oral and written messages appropriate for the game development industry environment.** CTE-IT.912.8208110.10.2
Understand the core tasks and challenges that face a video game design team. CTE-IT.912.8208110.11	1 **Identify and define the roles and responsibilities of team members on a video game design team.** CTE-IT.912.8208110.11.1
	2 **Explore and discuss methods of communications and scheduling for design teams.** CTE-IT.912.8208110.11.2
Demonstrate leadership and teamwork skills needed, as it relates to game/simulation development, to accomplish team goals and objectives. CTE-IT.912.8208110.12	1 **Employ leadership skills to accomplish organizational goals and objectives.** CTE-IT.912.8208110.12.1
	2 **Establish and maintain effective working relationships with others in order to accomplish objectives and tasks.** CTE-IT.912.8208110.12.2
	3 **Conduct and participate in meetings to accomplish work tasks.** CTE-IT.912.8208110.12.3
	4 **Employ mentoring skills to inspire and teach others.** CTE-IT.912.8208110.12.4