North Carolina CTE

Game Art and Design (TS31)

Understand history careers and ethics in gaming GAD1.0	1.01	Understand skills and careers to work in the gaming industry GAD1.1
	1.02	Recall the history of games and the game industry GAD1.2
	1.03	Understand rating systems and ethics in the gaming industry GAD1.3
Understand the elements of game theory GAD2.0	2.01	Understand player experience GAD2.1
	2.02	Classify game elements GAD2.2
	2.03	Categorize games by interaction, objectives and genres GAD2.3
Apply pre-production techniques to plan game prototypes GAD3.0	3.01	Summarize the development process of game design GAD3.1
	3.02	Apply game conceptualization methods including brainstorming, sketching, and storyboarding GAD3.2
	3.03	Execute a game design document GAD3.3
	3.04	Apply procedures to produce an original game prototype GAD3.4
	3.05	Outline level layouts to plan and populate games GAD3.5
	3.06	Evaluate the prototype using game design parameters GAD3.6
Apply procedures to develop a game GAD4.0	4.01	Recognize a basic game engine interface and correct terminology sketching, and storyboarding GAD4.1
	4.02	Demonstrate creation of game assets and game engine elements GAD4.2
	4.03	Produce original game environments and levels GAD4.3
	4.04	Produce an original game using existing game theory and design GAD4.4
Apply post-production techniques to evaluate video games GAD5.0	5.01	Organize and produce a game design portfolio GAD5.1
	5.02	Evaluate original games using game theory and quality assurance principles GAD5.2