Issued: 09/21/17





## **DIGITAL GAME DEVELOPMENT**

- Program of Study -

Career Cluster: Information Technology

Career Pathway: Programming and Software Development

This Academic Plan is based upon the state requirements needed for an Advanced Diploma. Academic course names may vary among school districts.

| Grade                  | 1 <sup>st</sup> Course | 2 <sup>nd</sup> Course      | 3 <sup>rd</sup> Course                     | 4 <sup>th</sup> Course        | 5 <sup>th</sup> Course                                    | 6 <sup>th</sup> Course (CTE)              |
|------------------------|------------------------|-----------------------------|--|-------------------------------|---|---|
| 9 <sup>th</sup> Grade  | English I              | Algebra I                   | Biology                                    | Health /<br>Computer Literacy | Physical Education  | Digital Game Development I                |
| 10 <sup>th</sup> Grade | English II             | Geometry                    | Chemistry or<br>Geoscience                 | World History                 | Physical Education  | Digital Game Development II               |
| 11 <sup>th</sup> Grade | English III            | Algebra II                  | Science Course<br>or Elective <sup>1</sup> | US History                    | Foreign Language <sup>2</sup><br>or Elective <sup>1</sup> | Digital Game Development III <sup>3</sup> |
| 12 <sup>th</sup> Grade | English IV             | Senior Level Math<br>Course | Elective <sup>1</sup>                      | US Government                 | Foreign Language <sup>2</sup><br>or Elective <sup>1</sup> | Digital Game Development Advanced Studies |

<sup>&</sup>lt;sup>1</sup> Electives may include arts and humanities courses or other career and technical education courses that relate to the program of study.

<sup>&</sup>lt;sup>3</sup> CTE Assessments will be administered during the completion level CTE course.

| Career and Technical Student Organizations | Work-Based Learning  | CTE Assessments   |
|--|--|---|
| FBLA / SkillsUSA                           | Job Shadowing / Internship / Work<br>Experience / Career Days / Career Fairs /<br>Field Trips / Guest Speakers | 1) End of Program Technical Assessment for Digital Game Development     2) Workplace Readiness Skills Assessment (for Employability Skills Standards) |

| Postsecondary Options   | State Articulation Agreements for CTE College Credit   |
|---|--|
| College of Southern Nevada / Great Basin<br>College / Nevada State College / Truckee<br>Meadows Community College / University<br>of Nevada, Las Vegas / University of<br>Nevada, Reno / Western Nevada College | Secondary Program Requirements Student must earn the state Certificate of Skill Attainment in Digital Game Development.  Postsecondary Credit Options To Be Determined |

| High Wage - High Skill - High Demand Careers                        | State Recognized Industry Certifications                 |  |
|---|--|--|
| App Developer / Video Game Developer / Animator / Programmer / Game | Refer to the Governor's Office of Workforce Innovation's |  |
| Tester / Gaming Designer / Technical Artist / Game Artist           | Nevada Eligible Industry Credentialing List              |  |

<sup>&</sup>lt;sup>2</sup> Foreign Language courses are recommended if a student is planning on entering a university. (See individual university admission policies)