Computer Games and Design

This is an enormously popular course that develops students’ technology and design skills using a variety of software packages. The course is challenging and requires students to make use of higher order thinking skills to solve problems.

AIM:

Students studying Computers, Games & Design will be able to:

• Enhance their general computer skills
• Develop animation sequences
• Create purpose built games
• Edit and manipulate images and graphics

CONTENT:

• Learn how to combine video, sound, graphics and text
• Learn Gamemaker to develop introductory programming skills and create an interactive and exciting computer game
• Learn how to use Adobe Flash to create interactive animated presentations
• Learn Adobe Photoshop to create and manipulate graphics

A range of other software is used during this course. This includes (but is not limited to):

• Adobe Flash
• Gamemaker
• Adobe Photoshop
• Paint.Net

PRE-REQUISITES:
Nil

ASSESSMENT:

Students will be assessed using a variety of techniques including:

• Individual Projects
• Teacher observations
• Peer and self-assessment

SPECIAL SUBJECT REQUIREMENTS:

• Pens as required
• A4 notepaper or book
• Headphones
• 4 GB USB (not for exclusive use in this course) (8GB recommended)
• Your school laptop will be required for each lesson so it is necessary to be part of the ‘take home’ laptop program.