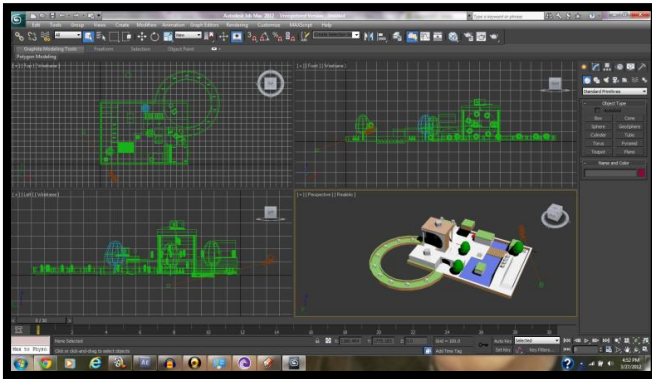


# Video Game Design III



**Prerequisite:** Video Game Design II

**Course:** 1274CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 11-12

## Course Description

This course gives students the opportunity to dive further into game development in a mobile environment and provide them with the real world processes and systems used in the creation of games and simulations. Students will work in the Android and Java environments.

## Student Activities

Students will develop games for the Android mobile environment. Students will learn how to program in the Java programming environment. Students will have the opportunity to work as an individual and as a part of a team to complete a working mobile gaming application.

## What's next?

If you want to be a **Game Developer** or **Game Designer**, then you should all consider taking these courses...

- Computer Programming I/Pre-AP Computer Programming I
- Computer Programming II
- AP Computer Science Principles
- Animations
- Graphics Design and Illustration
- Visit Achieve Texas for more information on careers <http://www.achievetexas.org/Information.htm>

## Organizations/After School/Competitions

- Game Design Club
- Computer Science Students Association
- Business Professionals of America
- Technology Students Association
- UIL Computer Science

## Additional Considerations

Students must have successfully completed Video Game Design II, Algebra I and Geometry without modification. Advanced problem solving skills required.

