



DAVIS SCHOOL DISTRICT

[www.davis.k12.ut.us](http://www.davis.k12.ut.us)

CAREER AND TECHNICAL EDUCATION

# STRANDS

Relevant History

Entertainment Software  
Rating Board

Game Interface Design

Design Aesthetics

Interface Elements

Gaming Platforms

Game Genres & Types

Game Development

Production & Post-Production



Learning that works  
for Utah

## GAME DEVELOPMENT FUNDAMENTALS

### ABOUT

The Game Development Fundamentals course is designed to provide students with knowledge and project based experience of fundamental gaming development concepts relating to STEM. These concepts include game design, scripting, creation of digital assets, graphic resources, animations, understanding hardware, problem solving, critical thinking, collaboration, and project management. **Concurrent Enrollment available for this course.**



#### CAREER PATHWAYS

Computer Programmer  
Video Game Designer  
Software Developer



#### REQUIREMENTS

Semester course for  
Sophomores, Juniors  
and Seniors



#### LOCATIONS

All high schools have  
access to enroll in Game  
Development Fundamentals



Talk to your high school  
CTE Coordinator



CTE Information Technology Specialist  
Lindsay Porter - [ldporter@dsdmail.net](mailto:ldporter@dsdmail.net)