



Video Game Design and Development

SPRING 2009 ENRICHMENT PROGRAM

January 10 – March 28



Game Builders Academy:

Creating Video Games!

Designing Video Games as Teaching Tools: Learn, grow, have fun and succeed!

Hands-on technology, hand-eye coordination, deconstructing systems, internalized mapping, improved eyesight, increased focus and confidence in creating new and individualized video games are some of the many proven benefits of these programs. Academic and career paths are initiated and promulgated as many institutions of higher learning have begun to offer undergraduate degrees in these programs. Participants take pride in creating their own end product, which is their own inspiration based on their imagination and academic preparedness. Low student-teacher ratios ensure optimal learning conditions with supplementary work and challenges geared to each participant's unique abilities. The "candy-coated" teaching approach provides fun and satisfaction in creating individualized video games, which parallel skill-strengthening and knowledge sets acquired in school. Lesson plans feature top-covered objectives, and state-specific standards, coupled with emails and website for tutorials, tips and tricks, free graphics and sounds, educational resources, games, links and more!

VGD-00: Introduction to Video Game Design and Development (5th through 12th Grade)

Students use and strengthen math skills, logic skills, communication skills, concentration and critical thinking skills, problem solving and creative thinking – all in the context of learning how to design and program video games! This course offers students an exciting introduction to the technical and artistic concepts and techniques of designing and programming video games. Students gain a working knowledge of the skills and tools necessary to design and develop video games. Students learn how to use Game Maker software and graphics programs. They are also introduced to the fundamentals of animation for use in their games. Students will create at least one full working video game, as well as an advanced pong-style game. Prerequisites: None

Oakdale Campus: Saturdays, Jan. 10 - Mar. 28 (no class on 2/14 & 2/21), 11:00 a.m. - 1:00 p.m.; 10 sessions/20 hours \$395

NOTE: Students must register by December 10th in order to guarantee enrollment.

For more information and to register:

PHONE 1.631.244.3420 • WEBSITE www.dowling.edu/dowlinginstitute

*** * * FREE DEMONSTRATION SEMINAR * * ***

SATURDAY, NOVEMBER 1ST FROM 3:30-5:00 P.M.

Learn about this new spring program that merges the entertaining and aesthetic interests of video gamers with academic preparation and career development. Our 90-minute hands-on orientation in our computer lab with Q&A provides an ideal opportunity to understand and experience the value-added benefit of registering for this course! Parents & Children and all potential registrants welcome! While the session is free, you do need to register. Call 631-244-3420 to sign up for this FREE session.

Helping children learn, grow, have fun and succeed!