



Gaming Development Fundamentals



GTI website <http://gti.graniteschools.org>



Course Information

Location: Granite Technical Institute
2500 South State Street

Offered to: 11-12 grades

Transportation: School bus available to and from GTI

Registration: GTI Application (signed by parent)

Class Times: 2-period block

Length: Semester

Fees: Lab fees required

Course Description: The course is designed to give students an introduction to the world of game design. Students will create digital assets, learn problem solving and critical thinking, practice project management, and use industry production methods. Students will produce both 2d and 3d games.

You will learn:

- Level Design
- 3d Modeling
- Sprite Creation
- Story Telling
- Industry Trends
- Game Engines

