LEARNING GOAL & SCALE: Career Project	
4	Student will be successful in level 3 and: ❖ Make connections between their educational plan & what goes in a digital portfolio ❖ Begin to create a digital portfolio related to a chosen gaming career.
3	**Student will:** **Investigate career opportunities in the game industry (31.0).** ❖ **Analyze job and career requirements and relate career interests to opportunities in the global economy.** ❖ **Develop an educational plan to acquire the skills and requirements of a selected employment opportunity within the game industry.**
2	Student will: Identify and understand careers in the gaming industry & choose one for further study. ❖ Understand job requirements ❖ Understand what an education plan is
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Picture this! You just graduated from high school, trade school, or college and are looking for your dream career in gaming but where do you start? You first have to determine what types of jobs you are interested in and what your strengths are!

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"I pretty much live on the Internet, so I wrote down Cyberspace as my legal address."

Gaming Careers Research

Use the internet to search for CURRENT video game career opportunities. Here are two sites to get you started!

http://www.easports.com/careers/orlando

http://www.careerbuilder.com/jobs-video-game?keywords=video+game&location=

Research:

- Find a job that interests you!
- Read the description…is it something you think you would enjoy? If not keep looking. Examples below:
    - If you love video games, are good in language arts, creative, and love writing then a Script Writer may be perfect for you.
    - If you love algebra, problem solving, and research programming might be more in line for you!
    - If you like to be artistic and creative a concept artist may be an option or if you are creative but love the technical aspects maybe a 3-D animator is more in line with what you want to do!
- Look at the education, experience, and qualifications sections of the job advertisements (if applicable). Make this relevant to what you want to accomplish! Throughout the course create things you can put in your digital portfolio because our projects offer many choices!

What will I turn in?

- Copy and paste a copy of the job posting to Microsoft Word.
- Above the copy/pasted job posting write a 1-2 paragraph summary in your own word including:
    - Description of the position and duties
    - A brief **educational plan** that would help you earn this job (**analyze** the requirements and education section of the posting to determine this or do additional research about the job using Google)

Still unsure about what careers interest you? See the sites and chart below for extra help.

http://careerplanning.about.com/od/occupations/a/videogamecareer.htm

Video Game Design Team

Position	Description
Producer	Internal producer works within the design studio; external producer works for an outside publisher or another design studio. Supervises game construction to make sure the game is done on time and on budget. Also the point of communication between the publisher and the design studio.
Project Manager	Sometimes called the lead designer. In charge of a single game and responsible for assembling a team of specialists to get the job done right. Sets the schedule for the design timeline and gets budgets approved. Communicates with the team members to oversee that each is completing tasks on time. Communicates with creative director on budget, time, and quality issues. Reports on progress development.
Lead	Assigns tasks and makes sure everything aligns to the design documents of the game. In charge of a section of the design team. Lead artist is in charge of team of artists. Lead programmer is in charge of a team of programmers.
Artist	Creates the visual components of the game, either 2D or 3D artistic elements. Subcategories of artist include 2D texture artists, environmental artists, and animators.
Programmer	Uses computer languages to create game engines, physics engines, and programs to make the game work and react to the input from the player.
Engineer	Usually a sound engineer or user interface engineer. Sound engineers create, edit, and mix sounds needed for the game (background music, ambient sounds, voices, etc.). User interface engineers design custom controls for the player to input information into the computer and get output feedback back.
Game Writer	Creates the plot, character personalities, backstory, and dialogue for the game. Develops the game manual.