

## Careers & Employability

LEARNING GOAL & SCALE: Career Project	
4	<p>Student will be successful in level 3 and:</p> <ul style="list-style-type: none"> <li>❖ Make connections between their educational plan &amp; what goes in a digital portfolio</li> <li>❖ Begin to create a digital portfolio related to a chosen gaming career.</li> </ul>
3	<p><b>Student will:</b> <b>Investigate career opportunities in the game industry (17 and 19.0).</b></p> <ul style="list-style-type: none"> <li>❖ <b>Analyze job and career requirements and relate career interests to opportunities in the global economy.</b></li> <li>❖ <b>Develop an educational plan to acquire the skills and requirements of a selected employment opportunity within the game industry.</b></li> </ul>
2	<p>Student will: Identify and understand careers in the gaming industry &amp; choose one for further study.</p> <ul style="list-style-type: none"> <li>❖ Understand job requirements</li> <li>❖ Understand what an education plan is</li> </ul>
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.

**Work Scenario:** 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 must determine what types of jobs you are interested in and what your strengths are!

**Learning Target:** Analyze a job posting and determine job/career requirements and develop a plan that would help you get a similar job one day.



## Gaming Careers Research

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

[EA Sports Orlando](#)

[Indeed Career Site](#)

### 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 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!

### What will I turn in?

- ✌ Write out or copy and paste the job posting information.
- ✌ **Above the job posting** info write 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).
  - This would include education required and what college you hope to go to if needed- make sure that college has the program the posting says you need.
  - Experience required & how you would get that experience which means you may have to research entry-level jobs that could get you to that point.

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

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

[http://www.stormthecastle.com/mainpages/videogametutorial/work\\_in\\_video\\_games.htm](http://www.stormthecastle.com/mainpages/videogametutorial/work_in_video_games.htm)

## Video Game Design Team

Position	Description
<b>Producer</b>	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.
<b>Project Manager</b>	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.
<b>Lead</b>	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.
<b>Artist</b>	Creates the visual components of the game, either 2D or 3D artistic elements. Subcategories of artist include 2D texture artists, environmental artists, and animators.
<b>Programmer</b>	Uses computer languages to create game engines, physics engines, and programs to make the game work and react to the input from the player.
<b>Engineer</b>	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.
<b>Game Writer</b>	Creates the plot, character personalities, backstory, and dialogue for the game. Develops the game manual.