	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.** ❖ **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.

Gaming Careers Research

Let's see what some of the other jobs out there are. To work in the industry you need to be an expert in your chosen field but you also need to know the basics of what each job does.

Instructions

1. Go to Google.com and search for careers available in the video game industry and learn about all types of careers; not just the one you chose.

Sample websites that could be helpful in regards to career research:

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

http://www.stormthecastle.com/mainpages/videogametutorial/work_in_video_games.htm

http://www.onlinedesignteacher.com/computer_games_design/game_design_team.html#.VUjPJqHD-AU
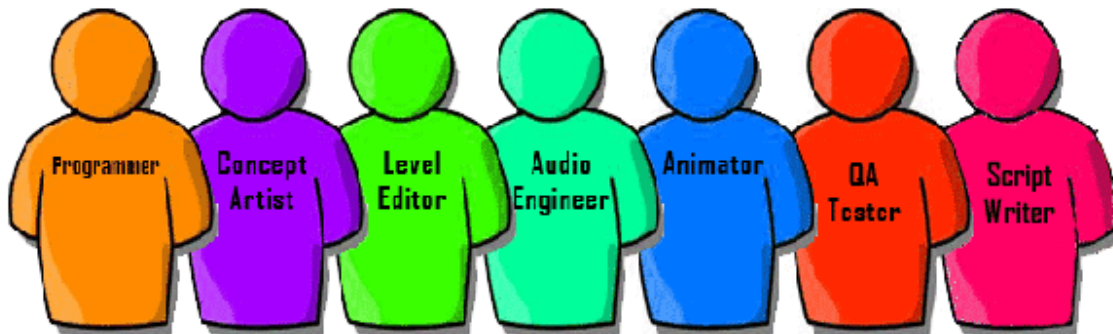
The next page also lists some of the main careers on a video game design team.

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.
Creative Director	Sets the vision and direction of the design teams. Oversees many game projects at the same time. Checks the progress of each game in design to make sure it fits the concept and will have the quality needed.
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.

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[1] Adapted from "Video Game Design Composition" by D. Michael Ploor. Copyright 2014 by The Goodheart-Willcox Company, Inc.

Career Assignment

Throughout this program of three courses you will do a variety of projects and assignments. Several of these projects can end up being a part of your digital portfolio. To get a job in the video game industry or any IT related field you need a digital portfolio. What you put in this portfolio depends on what type of job you want to get. For example, if you want to be a concept artist you don't need a lot of coding samples in your portfolio. Check out digital portfolios online and samples based on what you want to do. **This assignment will provide ideas for your weekly and semester projects to create an effective portfolio for your goals.**

- ✌ Check out Indeed.com, careerebuilder.com, and EA sports Orlando career page (http://www.easports.com/careers/orlando)
- ✌ Find a job that interests you that is related to video games, programming, or software developing (i.e. Game Designer, QA tester, Software Developer, 3-D Animator, Programmer, Level Editor, Concept Artist, etc.).
- ✌ Read the description…is it something you think you would enjoy? If not keep looking. **Really look deep at your interests.** Examples below:
    - o If you love video games, are good in language arts, creative, and love writing then a Script Writer may be perfect for you.
    - o If you love algebra, problem solving, and research programming might be more in line for you (here's a sample programmer digital portfolio http://joshsymonds.com/).
    - o 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.
    - o You get the idea…there's a lot more than these few!
- ✌ Look at the education, experience, and qualifications sections of the job advertisements (if applicable). **Make this program relevant to what you want to accomplish! Create things you can put in your digital portfolio and on your resume.**
    - o There may be things you didn't think about for instance a QA tester really needs experience with Excel…so an Excel certification may be something you want to obtain while in these courses.
- ✌ **Save** a copy of the job description on your H drive and to a flash drive. Really work towards adding some of those skills into your weekly topics and what you do in these courses.
- ✌ As you go through these courses KEEP your assignments, adjust and make them better, and add them for your **digital portfolio**!!!! You have the power to make these courses relevant to your life after high school.

This page informational as it is one of the biggest questions asked.

What is the difference between a designer and developer?

A game or lead designer is responsible for making decisions about the overall design and purpose of a game. You can think of this as underlined along the production cycle toward crafting a great game. You might be responsible for designing just one aspect, or you might be responsible for several. You might be designing game mechanics, or you could be helping with artwork for the game. You also might come up with storylines, cut-scenes, character backgrounds and profiles, and so on. Other game designers work on map concepts, combat systems, weapons, and more. What design elements go into a particular game depend on the type of game.

Game developers on the other hand are in charge of putting the vision of the game designer into action, and turning it into a real product. These are the people who do the work of actually building the game. They may take character sketches and concept art and turn them into computer graphics, or they might take storylines and convert them into real campaigns. They also could take map designs and flesh them out into playable terrains. Artists and programmers may serve as either developers or designers, depending on where they fit into the creation cycle.

The above is an excerpt from: http://www.careerqa.com/questions/what-is-the-difference-between-a-video-game-designer-and-a-video-game-developer/

A lot of times people are not necessarily given the job title of game designer or developer but companies break the titles down farther. Just remember…designer creates the vision and developer puts the vision into action. It is good to use the actual job titles instead of using the term developer as many people may not know what type of developer you actually are. Programmer and sound engineers are both examples of developers. A project manager is an example of a designer (think of a designer as someone who makes decisions about how the game should be but doesn't put them into action).