

# NORTH CAROLINA CAREER AND TECHNICAL EDUCATION STANDARDS

## Computer Science and Information Technology Education

Grade: Grade 9 - 12

Course: Game Art and Design **Updated**

**NCCTE.2020.TS31** - Game Art and Design

**NCCTE.2020.TS31.01.00** - Understand history careers and ethics in gaming.

**NCCTE.2020.TS31.01.01** - Understand skills and careers to work in the gaming industry.

**NCCTE.2020.TS31.01.02** - Recall the history of games and the game industry

**NCCTE.2020.TS31.01.03** - Understand rating systems and ethics in the gaming industry

**NCCTE.2020.TS31.02.00** - Understand the elements of game theory

**NCCTE.2020.TS31.02.01** - Understand player experience

**NCCTE.2020.TS31.02.02** - Classify game elements

**NCCTE.2020.TS31.02.03** - Categorize games by interaction, objectives and genres

**NCCTE.2020.TS31.03.00** - Apply pre-production techniques to plan game prototypes

**NCCTE.2020.TS31.03.01** - Summarize the development process of game design

**NCCTE.2020.TS31.03.02** - Apply game conceptualization methods including brainstorming, sketching, and storyboarding.

**NCCTE.2020.TS31.03.03** - Execute a game design document

**NCCTE.2020.TS31.03.04** - Apply procedures to produce an original game prototype

**NCCTE.2020.TS31.03.05** - Outline level layouts to plan and populate games

**NCCTE.2020.TS31.03.06** - Evaluate the prototype using game design parameters

**NCCTE.2020.TS31.04.00** - Apply procedures to develop a game

**NCCTE.2020.TS31.04.01** - Recognize a basic game engine interface and correct terminology sketching, and storyboarding.

**NCCTE.2020.TS31.04.02** - Demonstrate creation of game assets and game engine elements

**NCCTE.2020.TS31.04.03** - Produce original game environments and levels

**NCCTE.2020.TS31.04.04** - Produce an original game using existing game theory and design

**NCCTE.2020.TS31.05.00** - Apply post-production techniques to evaluate video games

**NCCTE.2020.TS31.05.01** - Organize and produce a game design portfolio

**NCCTE.2020.TS31.05.02** - Evaluate original games using game theory and quality assurance principles

