NORTH CAROLINA CAREER AND TECHNICAL EDUCATION STANDARDS

Computer Science and Information Technology Education

Grade: Grade 9 - 12
Course: Advanced Game Art and Design `Updated`

NCCTE.2020.TS32 - Advanced Game Art and Design

NCCTE.2020.TS32.01.00 - Understand career practices related to the game Industry

NCCTE.2020.TS32.01.01 - Recognize careers related to the game industry

NCCTE.2020.TS32.01.02 - Understand legal issues in game design

NCCTE.2020.TS32.01.03 - Summarize global game market dynamics and regulations

NCCTE.2020.TS32.01.04 - Understand Serious Games

NCCTE.2020.TS32.02.00 - Implement production management in game design

NCCTE.2020.TS32.02.01 - Preproduction: Understand Game User Interfaces

NCCTE.2020.TS32.02.02 - Preproduction: Categorize Choices and Convexit

NCCTE.2020.TS32.02.03 - Production: Analyze game Production

NCCTE.2020.TS32.03.00 - Execute audio and video techniques

NCCTE.2020.TS32.03.01 - Summarize advanced interactive storytelling and character development

NCCTE.2020.TS32.03.02 - Excecute video editing techniqes

NCCTE.2020.TS32.03.03 - Understand sound theory in game design

NCCTE.2020.TS32.03.04 - Execute appropriate audio to an existing scene

NCCTE.2020.TS32.04.00 - Execute advanced visual design

NCCTE.2020.TS32.04.01 - Execute advanced 3D modeling techniques

NCCTE.2020.TS32.04.02 - Execute advanced 3D characters and environments

NCCTE.2020.TS32.04.03 - Understand 3D texturing

NCCTE.2020.TS32.05.00 - Create scsenses using a 3D game engine

NCCTE.2020.TS32.05.01 - Classify existing 3D game engines

NCCTE.2020.TS32.05.02 - Analyze the basic mechanics of a selected 3D game engine

NCCTE.2020.TS32.05.03 - Create sample levels and actions

NCCTE.2020.TS32.05.04 - Create an original 3D game using existing game theory and design

NCCTE.2020.TS32.05.05 - Critique 3D games

NCCTE.2020.TS32.06.00 - Explain the steps of game marketing

NCCTE.2020.TS32.06.01 - Summarize the basics of game marketing

NCCTE.2020.TS32.06.02 - Create a game portfolio