Introduction to Video Game Design

D. Michael Ploor

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Introduction to Video Game Design is a fun and easy text/software design guide that requires no previous knowledge of programming or game design. This text/software design guide introduces students to the fundamentals of video game design and provides hands-on experience using the freeware Game Maker game engine.

- Activity-based, integrated curriculum: game-theory reading with gamebuilding application lessons.
- Designed to fit into existing high school or middle school CTE curriculum.
- Text and Software Design Guide in one!

Introduction to Video Game Design integrates cross-curriculum and STEM activities. Students apply principles of advanced mathematics and science through STEM reading material applied in the game building lessons. Other concepts of language arts, social sciences, and applied technology make this one of the most ideal applications of STEM integration. This innovative and flexible product integrates STEM lessons for 15, 20, 30, 45, or 90 days/hours of instruction.

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