



**ST. JOHN THE BAPTIST
DIOCESAN HIGH SCHOOL**



Video Game Design and Development



**July 12-16 - 3 Sessions in 3 SJB Computer Labs
Taught by SJB Computer Science Department Teachers**

Introduction to Video Game Design and Development (6th thru 8th Grade) VGD-00-A: Introduction to Video Game Design and Development

Students use and strengthen math skills, logic skills, communication skills, concentration and critical thinking skills, problem solving and creative thinking – all in the context of learning how to design and program video games! This course offers students an exciting introduction to the technical and artistic concepts and techniques of designing and programming video games. Students gain a working knowledge of the skills and tools necessary to design and develop video games. Students learn how to use Game Maker software and graphics programs. They are also introduced to the fundamentals of animation for use in their games. Students will create at least one full working video game, as well as an advanced pong-style game.

Prerequisites: none

5 sessions; 9am – 1pm / \$425

LUNCH INCLUDED

Introduction to Video Game Design and Development (9th thru 12th Grade) VGD-00-B: Introduction to Video Game Design and Development

Students use and strengthen math skills, logic skills, communication skills, concentration and critical thinking skills, problem solving and creative thinking – all in the context of learning how to design and program video games! This course offers students an exciting introduction to the technical and artistic concepts and techniques of designing and programming video games. Students gain a working knowledge of the skills and tools necessary to design and develop video games. Students learn how to use Game Maker software and graphics programs. They are also introduced to the fundamentals of animation for use in their games. Students will create at least one full working video game, as well as an advanced pong-style game.

Prerequisites: none

5 sessions; 9am – 1pm / \$425

LUNCH INCLUDED

Video Game Design and Development Level-1 Programming All Grades Prerequisite: VGD-00 or VGP-01

Students are introduced, in a very fun way, to writing computer programming code and the basic math concepts that are used in video game development. Students design and program a multi-level, side-scrolling platform game, with many of the features in professional side-scrolling platformers. Students add custom sounds, animations and visual effects to their games. This course is a great introduction to the world of game programming and computer programming in general.

5 sessions; 9am – 1pm / \$425

LUNCH INCLUDED



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SUMMER 2009 - 3 Sessions in 3 SJB Computer Labs

Registration

Check Your Session !

- [] Introduction to Video Game Design and Development (*6th thru 8th Grade*)
- [] Introduction to Video Game Design and Development (*9th thru 12th Grades*)
- [] Video Game Design and Development Level-1 Programming (*all grades*)

Enrollment is limited – a confirmation of your enrollment will be emailed to you.

Student Name: _____

Current Grade: _____

Current School: _____

Student Address: _____

Parent or Guardian Name: _____

Parent Telephone Numbers:

Home: _____ Work: _____ Cell: _____

Parent Email Address: _____

Program Fee \$425.00 - please make your check payable to *St. John the Baptist Diocesan High School* and return to:

St. John the Baptist Diocesan High School, Attn: Mr. Martorelli
1170 Montauk Highway, W. Islip, NY 11795

Contact Mr. Martorelli at 631-587-8000 x183 or martorelli@sjbdhs.org