



# Video Game Design Foundations

*D. Michael Floor*

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*D. Michael Ploor*

## **Video Game Design Foundations** D. Michael Ploor

**Video Game Design Foundations** provides all of the resources needed for the classroom. Access to easy-to-use game engine software is available with the Software Design Guide, and a detailed scope and activity sequence chart is included in the teaching package. Aligning with the International Game Developers Association (IGDA)–recommended educational framework, lessons provide a top-level overview of the video game design process, from the beginning of the game build to the sales and marketing of the final product. STEM, college and career readiness, and Career and Technical Student Organization event preparation activities are included in every chapter.

- Instructors can quickly and easily establish a video game program within their schools—no previous experience is needed.
- Author teaches video game classes at the high school level and consults with states on course standards.
- Content and game builds are age appropriate.

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