

Instructor: Kalvin Thompson

Location: NTCC (Bean Center) Room T-211

About the Program

The Video Game Design program gives students the opportunity to learn design and programming skills while tapping into their interest and love for video games. All phases of game creation are covered including storyboard design, graphics and animation concepts, and programming. During the year students will earn four high school credits, making them eligible for the Florida Bright Futures Gold Seal Scholarship. Two of the four classes are honors-level, weighted GPA classes.

Students will DISCOVER some of their talents and skills by engaging in the creation of video games. They will learn how to start from a concept idea and end with a completed video game while utilizing skill sets relating to presentation, creative writing, storytelling, audio, graphic design, animation, level design, and programming.

Students will be given ample activities to DEVELOP these skills by working on individual as well as group projects. These projects will give them experience in many areas of video gaming and help them to DEVELOP attributes that are important in today's workplace.

Students will be able to DEMONSTRATE their accomplishments through class presentations, creating games that they can take home to show to parents and friends, as well as participating in various game programming competitions. In the past our students

have won and placed second in two different national game programming competitions! In addition to this, they have the opportunity to earn industry certification in Adobe Flash.

The program enjoys outstanding leadership that includes technology experts from Cook Systems International, Wells Fargo, Florida Blue, Rayonier, Feature 23, and the STEM² Hub.

About the Instructor

Kalvin Thompson has been working with computers since 1987 and



holds a Bachelor of Science degree in Computer and Information Science from the University of Florida. In 2015, he participated in Cook Systems' FastTrack'D; an elite level developer program that includes instruction in Java, JavaScript, HTML, SQL, Spring, and many other technologies. He has worked in both mainframe and client server development environments, including executive experience as Director of IT Development for a national radio broadcasting and media company.

Mr. Thompson has been teaching the Games, Simulation, Animation and Programming class since its inception in January of 2011, and began teaching the Java program in the fall of 2015. He is well-known locally for his ability to teach advanced programming concepts to students of all ages.

Video Game Design Program

1st Semester

8208110

Game & Simulation Foundations (1 Credit, Unweighted GPA)

8208120 Game & Simulation Design (1 Credit, Unweighted GPA) 2nd Semester

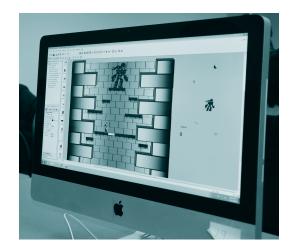
8208330

Game & Simulation Programming (1 Credit, Weighted GPA)

8208340

Multi-User Game & Simulation Design (1 Credit, Weighted GPA)

- Program available to all Nassau County high school students
- Students may earn Adobe Flash Certification and articulated college credit
- Successful students will earn four High School credits, two of which are weighted honors-level courses
- Students will learn programming concepts that will provide a foundation to careers as a video game designer or software developer



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Lewis "Red" Bean Nassau Technical Career Center

