

# Video Game Design



**Instructor:** Calvin 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 STEM<sup>2</sup> Hub.

## About the Instructor

Calvin 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



### ***Nassau County School Board Equity and Non-Discrimination Statement***

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## ***Lewis "Red" Bean Nassau Technical Career Center***

The Nassau Technical Career Center (NTCC) is a unique partnership between the Nassau County School District and Florida State College at Jacksonville that offers both high school and college credit programs in a variety of careers. The NTCC features fully-equipped, technology-enhanced classrooms and labs. Students can receive job training, earn industry credentials, and credits toward a college degree while in high school.

