

# UCCS Game Design and Development Presentation Options

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## *Background*

UCCS offers a variety of curricular options involving Game Design and Development, including:

- CS 110, a freshman-level game creation course. Almost no programming required.
- Game Design and Development Minor. Extensive programming required.
- Interdisciplinary Bachelor's degree in Game Design and Development (projected start in Fall 2007). Bachelor of Science or Bachelor of Arts degree will be awarded based on elective courses taken. Some programming required.

The purpose of the Game Design and Development presentations described below is to inform junior- and senior-level high school students and high school administrators about these options and to demonstrate how exciting those options are. For additional information, please go to <http://www.cs.uccs.edu/~chamillard/GameOptions/GameOptions.htm>.

## *Presentation Options*

Different high schools will have different constraints on how much time they can dedicate to a presentation about the UCCS game design and development options and how large their target audience would be. A given school can therefore pick a presentation from the options below to meet their constraints or can work out a customized presentation format with Tim Chamillard if necessary. Multiple presentations (one for juniors, one for seniors, for example) can be provided at a given school on a given day.

### Option 1: 25-minute Presentation to Single Class(es)

This presentation would include a brief discussion of the curricular options listed above, demonstration of selected student games that have been created in various UCCS game courses, and development of a small game as a group using a drag-and-drop game creation tool. Junior- and senior-level math or science classes would be a good target for this presentation.

### Option 2: 50-Minute Presentation to Single Class(es)

This presentation would contain all the components of Option 1, as well as a brief demonstration of the development of a small Windows game. Junior- and senior-level math or science classes would be a good target for this presentation.

### Option 3: 25-minute Presentation to Larger Group

This presentation would contain all the components of Option 1, but would be delivered to a larger audience. A junior class and senior class assembly would be a good target for this presentation.

### Option 4: 50-Minute Presentation to Larger Group

This presentation would contain all the components of Option 2, but would be delivered to a larger audience. A junior class and senior class assembly would be a good target for this presentation.