

## CompuScholar, Inc.

### Correlations to the Texas Essential Knowledge and Skills (TEKS): Video Game Design

#### Texas Course Details:

Chapter	Chapter 130. Texas Essential Knowledge and Skills for CTE
Subchapter	Subchapter C. Arts, A/V Technology, and Communications
Course	§130.93 Video Game Design
Standards	<a href="#">Subchapter C. Arts, A/V Technology, and Communications</a>
TEKS Coverage	100%

#### CompuScholar Course Details:

Course Title:	Unity Game Programming
Course ISBN:	9780988707085
Course Year:	2023

**Note 1:** Citation(s) listed may represent a subset of the instances where objectives are met throughout the course.

**Note 2:** Citation(s) for a "Lesson" refer to the "Lesson Text" elements and associated "Activities" within the course, unless otherwise noted. The "Instructional Video" components are supplements designed to introduce or re-enforce the main lesson concepts, and the Lesson Text contains full details.

### Course Description

Video Game Design will allow students to explore one of the largest industries in the global marketplace and the new emerging careers it provides in the field of technology. Students will learn gaming, computerized gaming, evolution of gaming, artistic aspects of perspective, design, animation, technical concepts of collision theory, and programming logic. Students will participate in a simulation of a real video game design team while developing technical proficiency in constructing an original game design.

### Course Standards

<b>Knowledge and Skills Statement:</b> (1) The student demonstrates professional standards/employability skills as required by business and industry. The student is expected to:	
Student Expectation	Citation(s)
(A) identify and demonstrate positive work behaviors and personal qualities needed to be employable	Chapter 25, Lesson 3
(B) demonstrate skills related to seeking and applying for employment	Supplemental Chapter 3, Lesson 5
(C) create a career portfolio to document information such as work experiences, licenses, certifications, and work samples	Supplemental Chapter 3, Lesson 5

(D) demonstrate skills in evaluating and comparing employment opportunities	Supplemental Chapter 3, Lesson 5
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**Knowledge and Skills Statement:** (2) The student applies academic knowledge and skills in video game design projects. The student is expected to:

Student Expectation	Citation(s)
(A) apply English language arts knowledge by demonstrating skills such as correct use of content, technical concepts, vocabulary, grammar, punctuation, and terminology to write and edit a variety of documents	Chapters 13, 14, 25, 26
(B) apply mathematics knowledge and skills such as using whole numbers, decimals, fractions, and knowledge of arithmetic operations	Chapter 6, Lesson 2

**Knowledge and Skills Statement:** (3) The student understands professional communications strategies. The student is expected to:

Student Expectation	Citation(s)
(A) adapt language for audience, purpose, situation, and intent	Chapters 13, 14, 25, 26
(B) organize oral and written information	Chapters 13, 14, 25, 26
(C) interpret and communicate information	Chapters 13, 14, 25, 26
(D) apply active listening skills	Chapters 14, 26
(E) communicate with diverse individuals	Chapters 14, 26

**Knowledge and Skills Statement:** (4) The student understands and employs problem-solving methods and conflict-management skills. The student is expected to:

Student Expectation	Citation(s)
(A) employ critical-thinking skills independently and in groups	Chapters 14, 26
(B) employ interpersonal skills in groups to solve problems	Chapters 14, 26

**Knowledge and Skills Statement:** (5) The student applies cyber safety procedures. The student is expected to implement personal and professional safety rules and regulations.

Student Expectation	Citation(s)
(A) implement personal and professional safety rules and regulations	Supplemental Chapter 1, Lesson 3

**Knowledge and Skills Statement:** (6) The student applies leadership characteristics to student leadership and professional development activities. The student is expected to:

Student Expectation	Citation(s)
(A) demonstrate leadership skills	Chapters 14, 26

(B) participate in a group setting	Chapters 14, 26
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**Knowledge and Skills Statement:** (7) The student applies ethical decision making and understands and complies with laws regarding use of technology in video game design. The student is expected to:

Student Expectation	Citation(s)
(A) exhibit ethical conduct related to interacting with others such as maintaining client confidentiality and privacy of sensitive content and providing proper credit for ideas	Supplemental Chapter 1, Lessons 2, 3
(B) discuss and apply copyright laws	Supplemental Chapter 1, Lesson 2
(C) model respect of intellectual property	Supplemental Chapter 1, Lesson 2
(D) demonstrate proper etiquette and knowledge of acceptable use policies	Supplemental Chapter 1, Lesson 1
(E) analyze the impact of the video game design industry on society	Supplemental Chapter 2 Supplemental Chapter 3, Lesson 3

**Knowledge and Skills Statement:** (8) The student applies technical skills for efficiency. The student is expected to employ planning and time- management skills to complete work tasks.

Student Expectation	Citation(s)
(A) employ planning and time-management skills to complete work tasks	Chapters 14, 26

**Knowledge and Skills Statement:** (9) The student develops an understanding of video game design. The student is expected to:

Student Expectation	Citation(s)
(A) demonstrate knowledge and appropriate use of computer operating systems	Students use operating systems, file management and related skills throughout the course
(B) demonstrate appropriate use of hardware components, software programs, and storage devices	Students use keyboard and mouse inputs, multiple software IDEs, file management and related skills throughout the course
(C) demonstrate knowledge of sound editing	Chapter 18
(D) demonstrate knowledge of file formats and cross- platform compatibility	Chapters 18, 23
(E) acquire and exchange information in a variety of electronic file sharing formats	Chapters 18, 23
(F) evaluate visual information by recognizing the use of principles and elements of design	Chapters 22, 23

<b>Knowledge and Skills Statement:</b> (10) The students employs an appropriate design process to create and modify solutions to problems. The student is expected to:	
<b>Student Expectation</b>	<b>Citation(s)</b>
(A) combine graphics, images, and sound	Chapters 14, 17, 18, 23, 26
(B) apply principles of design	Chapter 13 Chapter 22, Lesson 3
(C) develop and reference technical documentation	Chapters 13, 14, 25, 26
(D) edit products	Chapters 14, 26

<b>Knowledge and Skills Statement:</b> (11) The student researches the history and evolution of video game design. The student is expected to:	
<b>Student Expectation</b>	<b>Citation(s)</b>
(A) explain the history of video game design	Supplemental Chapter 2
(B) describe how changing technology is affecting the industry	Supplemental Chapter 2
(C) analyze the use of symbols in video game design of diverse cultures	Supplemental Chapter 2
(D) compare current video game design technologies with historical technologies	Supplemental Chapter 2
(E) compare various styles of video game design	Supplemental Chapter 2

<b>Knowledge and Skills Statement:</b> (12) The student understands and applies video game design principles, elements, and techniques. The student is expected to:	
<b>Student Expectation</b>	<b>Citation(s)</b>
(A) employ audience identification, script writing, character design, storyboarding, and audio and delivery formats	Chapters 13, 14, 18, 24, 26
(B) describe and use motion paths, scripting, programming, and interactivity	Chapter 21
(C) describe lighting and perspective	Chapter 23, Lesson 1
(D) describe and use production processes such as titles, credits, and special effects	Chapters 21, 24

<b>Knowledge and Skills Statement:</b> (13) The student evaluates a product using critical-thinking skills. The student is expected to evaluate products and product quality against established criteria and rubrics.	
<b>Student Expectation</b>	<b>Citation(s)</b>
(A) evaluate products and product quality against established criteria and rubrics	Chapters 14, 26

**Knowledge and Skills Statement:** (14) The student presents oral or written evaluations of video game design projects. The student is expected to:

Student Expectation	Citation(s)
(A) identify the intended audience	Chapter 13
(B) describe aesthetics	Chapter 13
(C) explain the storyline	Chapter 13
(D) summarize subject matter	Chapter 13
(E) discuss the use of sound	Chapter 18

**Knowledge and Skills Statement:** (15) The student creates video game design projects. The student is expected to use a variety of techniques and software programs.

Student Expectation	Citation(s)
(A) use a variety of techniques and software programs	Unity IDE, MonoDevelop, and image/sound editing programs taught and used at appropriate times throughout the course.

**Knowledge and Skills Statement:** (16) The student differentiates current programming languages. The student is expected to:

Student Expectation	Citation(s)
(A) discuss the use of computer programming languages in other fields of study	Chapter 3, Lesson 1
(B) demonstrate knowledge of specific programming terminology and concepts	Terms and concepts taught and demonstrated with hands-on labs throughout the course.

**Knowledge and Skills Statement:** (17) The student applies problem-solving strategies. The student is expected to apply design specifications, step- wise refinement, or algorithm development.

Student Expectation	Citation(s)
(A) apply design specifications, step-wise refinement, or algorithm development	Chapter 21

**Knowledge and Skills Statement:** (18) The student develops coding with correct and efficient use of expressions. The student is expected to use user- defined functions; proper operator precedence; and sequential, conditional, and repetitive control structures.

Student Expectation	Citation(s)
(A) use user-defined functions; proper operator precedence; and sequential, conditional, and repetitive control structures	Chapter 9, Lesson 3 Chapter 6, Lesson 2 Chapter 7 Chapter 12

**Knowledge and Skills Statement:** (19) The students applies constructive criticism to products. The student is expected to seek and respond to advice from peers and professionals in delineating technological tasks.

Student Expectation	Citation(s)
(A) seek and respond to advice from peers and professionals in delineating technological tasks	Chapters 14, 26

**Knowledge and Skills Statement:** (20) The student uses research skills and electronic communication, with appropriate supervision, to create new knowledge. The student is expected to:

Student Expectation	Citation(s)
(A) participate with electronic communities as a learner, initiator, contributor, and teacher or mentor	Chapters 14, 26
(B) extend the learning environment beyond the school walls with digital products created to increase teaching and learning in the foundation and enrichment curricula	Chapters 14, 26 Supplemental Chapter 3, Lesson 4
(C) participate in relevant, meaningful activities in the larger community and society to create electronic projects	Chapters 14, 26 Supplemental Chapter 3, Lesson 4

**Knowledge and Skills Statement:** (21) The student uses technology applications to facilitate evaluation of communication processes and products. The student is expected to:

Student Expectation	Citation(s)
(A) write technology specifications for planning/evaluation rubrics documenting variables, prompts, and programming code internally and externally	Chapters 14, 26
(B) debug and solve problems using reference materials and effective strategies	Chapter 11

**Knowledge and Skills Statement:** (22) The student understands technology concepts, systems, and operations as they apply to game programming. The student is expected to:

Student Expectation	Citation(s)
(A) identify basic game components, including the game engine, game play subsystems, data structures, models, and interfaces	Chapters 1, 12, 13, 19, 22
(B) generate random numbers in a program	Random numbers generated and used in multiple projects throughout the course
(C) create a program implementing conditional statements	Chapter 7
(D) develop an appropriate data model	Chapters 9, 10, 12, 15
(E) demonstrate an understanding of and apply object- oriented game programming	Chapter 9
(F) demonstrate an understanding of game programming essentials, including event-driven programming, communicating with messages, and device management	Chapter 3, Lesson 4 and throughout the course as needed

(G) demonstrate an understanding of the role of game events, the animation loop, and game timing	Chapter 3, Lesson 4 Chapter 17 Chapter 19, Lesson 1
(H) demonstrate an understanding of the role of game engines	Chapter 1
(I) apply basic game screen design and layout, including visual controls, user interfaces, menus, and options	Chapters 20, 22, 24
(J) use game control design to understand, access, and control input devices	Chapter 4, Lesson 3
(K) demonstrate an understanding of and apply game animation, including the principles of animation and frame- based animation	Chapter 17
(L) demonstrate an understanding of game events, including listeners, triggers, and timed events	Chapter 3, Lesson 4 Chapter 5, Lesson 4 Chapter 10, Lesson 4
(M) demonstrate an understanding of and implement collision detection, including models and sprite collisions	Chapter 5, Lesson 2 Chapter 5, Lesson 4
(N) demonstrate an understanding of player progression, including leveling, linear progression, and maintaining high score data	Chapter 13, Lesson 3
(O) demonstrate an understanding of algorithmic decision making	Chapters 7, 21