The TDA Tech Series ® [click here](#)

Presents

"Video Game Design"

What Is "The TDA Tech Series ® "?

[The TDA Tech Series®](#) is our platform for delivering technical and technological skills to our students through innovative partnerships. **#MultiplePathways**

Announcing the Video Game Design Programme!

In this installment of the TDA Tech Series ®, we will be offering 15 Secondary School students the opportunity to design their own video game! Click [here](#) to learn about the benefits of exposing students to video game design.

Our students will get introduced to all the video game design aspects, like:

1. computer programming,
2. graphic design,
3. storytelling,
4. data analysis,
5. critical thinking, and
6. art.

The course will be led by TDA Fellow Mr. Disa Nkgowe. To learn more about Mr. Nkgowe's professional summary click [here](#) and for his website [here](#); to learn more about the TDA Fellowship programme click [here](#). Mr. Nkgowe is a programmer and graphic designer, with a passion for storytelling. He was also our 2020 student and class photographer **#PictureDays@TDA**.
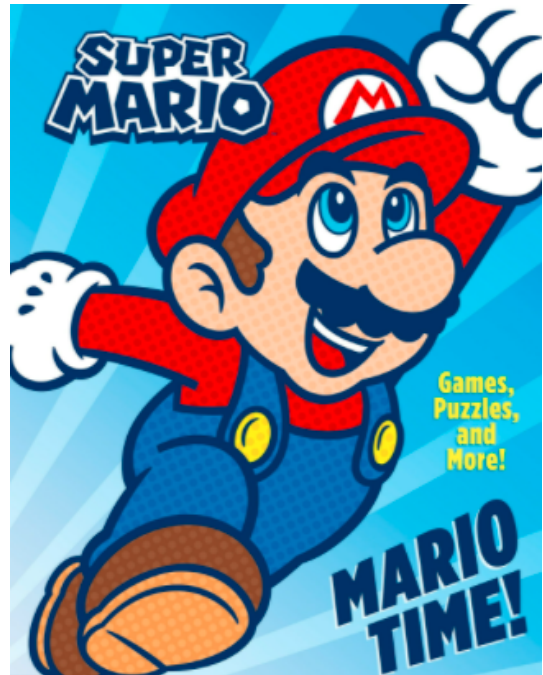
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Why Introduce Video Game Design @TDA?

Video games are electronic games played on a video screen (normally a television, a built-in screen when played on a handheld machine, or a computer). Some of the most famous video games are Super Mario, Tetris and Pac-Man. Over the past 20 years, along with the progression of technology, video games evolved from simple design and storytelling to the global leader in the entertainment industry. In 2020, the global video game industry earned $180 billion, which is more revenue than the global movie industry and global sports industry <u>COMBINED</u>. However, the career path of a video game designer is not well known, therefore leading to unfilled and open job positions worldwide. **@TDA** we pride ourselves in opening the minds of our learners to a variety of career opportunities, and a job in video game design can lead to a fulfilling and financially stable career. **#MultiplePathwaysEducation**

Modern video games are interactive stories, with the player being able to control, create and manipulate the world around them. By playing a video game, a student is able to <u>travel through history</u>, <u>learn how to build</u>, <u>maintain physical activity</u> during Covid-19 and <u>many more</u>. Since many people (children, teenagers, adults) enjoy playing video games, **@TDA** we asked ourselves why not channel that passion and **#Creativity** towards learning? Video game design has proven to be <u>very successful</u> at schools throughout the

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world, and TDA wants to bring this method of learning to Mochudi. **#GlobalLearning #CollapsingClassroomWalls**

As always, Covid-19 prevention guidelines will be strictly followed.

How Will it Work?

The programme is open to 15 students from The Dow Academy Secondary School, regardless of age or grade level. It will run Term 1 of 2021. The programme will run twice a week, every Tuesday and Thursday from 14:00 to 15:30.

Students will be working in teams of three to design their very own video game. TDA has purchased hardware and software specifically for this programme. To design a video game a student has to learn:

1. **Computer programming** - this is at the core of every video game, as computer programming is how video games are built.
2. **Graphic design** - everything we see in a video game is based on pictures and images from someone's imagination.
3. **Storytelling and writing** - video games are based on stories. Students must learn how to write an engaging story to capture and entertain the audience.
4. **Critical thinking and problem solving** - students must learn how to combine computer programming, graphic design, storytelling and teamwork to create the final product, which will be the video game.
5. **Teamwork** - there are many roles that must be performed to create a video game. Students must learn how to perform these roles and work together towards the goal of completing the video game.

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Students will be introduced to all of the above mentioned learning objectives, and will be expected to create their very own video game during this programme. This video game will then be published online for the whole world to play and enjoy.

At the end of this programme, our Secondary School students will obtain **a strong foundation in computer literacy**, **an introduction to video game design** and **new insight into a skill they can pursue as a career.**

How Do I Apply?

Interested students at The Dow Academy Secondary School are eligible to apply. Students should email a one page typed document to info@thedowacademy.org, or submit a handwritten letter to their class teacher. The application should describe why the student is interested in the programme, and how they would use the skills they learn to help their community. Parents should please click **here** to confirm consent for your child to participate.

15 students will then be selected based on the quality of their applications and the parents completion of the parent consent form.

The deadline for the application is **26 January 2021** and will be strictly enforced.

When Does it Start and How Much Does it Cost?

Video Game Design Programme	2 February 2021 - 2 April 2021 14:00 to 15:30 Tuesdays and Thursdays
Venue	The Dow Academy Secondary School Campus
Cost	P1,000 per student