

GAME DESIGN
CAREER PATHWAY

Graphic Designers • Producers & Directors • Special Effects Artists & Animators • Web & Digital Interface Designers • Art Directors • Project Management Specialists • Computer Occupations • Software Developers

	CAREER TECHNICAL COURSE NAME & SUBJECT CODE	RECOMMENDED ACADEMICS
7		
8		
9		
10		
11	Animation*	
	Multimedia & Image Management*	
	Video & Sound*	
12	Game Design	
	Information Technology Capstone	

INDUSTRY CREDENTIAL OPPORTUNITIES

- Adobe Certified Professional - Animate CC - **4 Points**
- Adobe Certified Professional - Photoshop CC - **4 Points**
- Adobe Certified Professional - Premiere Pro CC - **4 Points**
- OSHA - 10-Hour Training* - **1 Point** (College Credit-CTS001-1 Credit Hour)
- CPR / First Aid - **1 Point**
- Ohio Driver's License - **1 Point**
- Lean Six Sigma Yellow Belt - **3 Points**
- Lean Six Sigma Green Belt - **6 Points**
- Leadership Excellence - Student - **3 Points**

POSTSECONDARY OPPORTUNITIES

*Indicates statewide articulated credit. Please reference course descriptions for semester hours and agreement number on the postsecondary articulated credits. Additional college credit may be available through bi-lateral agreements. Please see a school counselor for details on available bi-lateral agreements.

BHCC ADULT EDUCATION	HOURS

POTENTIAL PLACEMENT & INCOME – $

**May 2025 State Occupational Employment and Wage Estimates for Ohio*

- Graphic Designers | **$65,130**
- Producers & Directors | **$78,200**
- Special Effects Artists & Animators | **$92,130**
- Web & Digital Interface Designers | **$94,540**
- Art Directors | **$100,300**
- Project Management Specialists | **$102,210**
- Computer Occupations | **$107,140**
- Software Developers | **$119,860**

BUCKEYE HILLS CAREER CENTER

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GAME DESIGN CAREER PATHWAY

SUBJECT CODE **145115**

11th GRADE

COLLEGE CREDIT
CTAG CTIM001
3 CREDIT HOURS

ANIMATION

Students will use animation and storyboarding techniques to plan the production of an animation project. Students will design from script and storyboard actions in the preproduction planning process. Students will use commercial and opensource digital animation software to create finished animations, cartoons, and othershortmovies. They will accomplish this using animated text, character movements, voice, background sound, sound effects, camera movements, and multiple scenes.

SUBJECT CODE **145105**

11th GRADE

COLLEGE CREDIT
CTAG CTGRPH002
3 CREDIT HOURS

MULTIMEDIA & IMAGE MANAGEMENT TECHNIQUES

Students will apply principles of image creation, management procedures, and multimedia techniques as they create, revise, optimize, and export graphics for video, print, and web publishing. The course will address issues related to web-based publishing, social media, and security. Students will utilize current commercial and open-source languages, programs, and applications.

SUBJECT CODE **145110**

11th GRADE

COLLEGE CREDIT
CTAG CTIM006
3 CREDIT HOURS

VIDEO & SOUND

Students will create professional video and audio productions for distribution in traditional and new media channels. Students will plan, produce, edit, and launch media products. Students will develop scripts and storyboards, compose shots and operate cameras, capture sounds using microphone hardware, apply special effect techniques, and edit to achieve the final product. Students will be able to use animation and graphic design for video.

SUBJECT CODE **145090**

12th GRADE

GAME DESIGN

This course will prepare students to design and program games using commercial and opensource programs and applications. Students will learn industry standard programming language constructs to write programs that integrate classes, class methods, and class instances. Students will learn input method handling, animation, collision detection, game physics and basic artificial intelligence.

SUBJECT CODE **145015**

12th GRADE

INFORMATION TECHNOLOGY CAPSTONE

The capstone course provides opportunities for students to apply knowledge, attitudes and skills that were learned in their information technology program in a more comprehensive and authentic way. Capstones often include project/problem-based learning opportunities that occur both in and away from school. Under supervision of the school and through community partnerships, students may combine classroom learning with work experience. This course can be delivered through a variety of delivery methods including cooperative education or apprenticeship.

Buckeye Hills Career Center | 351 Buckeye Hills Road | Rio Grande, OH 45674 | 740.245.5334 | buckeyehills.net

Career-technical education does not discriminate on the basis of race, color, national origin, sex, disability, or age for participation in any program or activity. Lack of English language proficiency will not be a barrier to admission and participation in career-technical education programs or courses.