

# BUS: IT - Game Design

## Summary

Intro to Game Design

## Time Frame

1 class periods of 90 minutes each

## Group Size

Individual

## Life Skills

Thinking & Reasoning, Employability, Systems Thinking

## Materials

PowerPoint on Game Design Careers; PowerPoint on Game Design Concepts; Game Design Project (Student Worksheet)

## Authors

[Jeff Hinton](#)

[Carl Lyman](#)

[MICHAEL WOOD](#)