GAME & SIMULATION ACADEMY

at University High School

Game and Simulation Foundations

This course is designed to introduce game and simulation concepts and careers. Students will study the impact the game industry has on society and basic game design concepts such as rule design, gameplay mechanics, and media integration. This course covers strategies, theories, and processes for conceptualizing a simulation application. Hands-on activities result in the creation of a playable game from scratch. Students can earn an industry certification in device configuration, study video game history, and are introduced to programming and game design.

Game and Simulation Design

This course is designed to provide an introduction to creating an interactive narrative experience and storyboarding a project. Students can earn another industry certification and will utilize industry software and study it's application in the workforce.

Game and Simulation 2D Graphic Development

This course is designed for students to create, refine, and integrate realistic 2D graphics into a game or simulation product. Students will learn how to use a graphic software package, file maintenance strategies, and a game engine used by professional studios.

Programming (Level 4)

Put your passion for video games to work by learning about opportunities in the gaming industry. You will complete project-based activities like generating virtual worlds, computer programming, and completing a collaborative game project from scratch with a graphic artist. Challenge yourself by learning C# in Unity. Amplify your resume by earning all the industry certifications offered throughout the program.

CONTACT US:
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MOTTO:
Aut Viam Inveniam Aut Faciam
TRANSLATION:
I'll either find a way or make one

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UNIVERSITY HIGH SCHOOL
GAME & SIM ACADEMY

About the Academy:

Students learn about the game industry and how to make games. They can earn a number of industry certifications and focus on learning tools that are used by modern studios to put out commercial game products.

Who is elgible to apply?

All students entering 9th or 10th grade during the open enrollment period who have a 3.0 or better G.P.A., excellent attendance, consistent test scores, and no behavioral referrals.

Students can also join the gaming and simulation club as academy members.

Storyboard PRO 20

Storyboard Pro Certified Associate

unity

Unity CERTIFIED User Artist

its INFORMATION TECHNOLOGY SPECIALIST