PROGRAM LOCATION
Davenport University (shuttle available)

SESSION OFFERED
AM

AVERAGE LECTURE DAYS/WEEK
4-5 days

AVERAGE LAB DAYS/WEEK
4 days

HOMEWORK
Weekly

REQUIRED READING
College level textbook
25+ pages/week
This program introduces students to the game development process from storyboarding the initial concept to the final marketing documentation. During this program, students will utilize multiple game development methodologies to move a project through the major stages of game design with each student assuming one or more of the development team roles. Student will also explore the tools, platforms, and techniques required to develop applications for highly mobile and compact devices. Mobile applications will be designed, developed, tested, and deployed that provide computing services to the mobile user. Throughout this program students will survey the main components of the business systems cycle. The five phases of the systems development life cycle (SDLC) (systems planning, system analysis, systems design, systems implementation, and system operation and support) will be investigated.

EXPECTED STUDENT OUTCOMES

- Describe the game development process from pre-production to post-production
- Demonstrate the use of prototyping and storyboarding in the development of a game
- Describe software troubleshooting and debugging techniques
- Describe the team roles required to support the development of a game
- Demonstrate the ability to create a budget that reflects the estimated work required to complete the project
- Configure a mobile application development environment
- Discuss the software architecture and design principles of mobile applications
- Design, implement and test mobile applications
- Design appropriate user interfaces for varying screen sizes and orientations
- Discuss security and privacy implications relative to application development
- Use the C# language for structured and interactive programming
- Demonstrate the knowledge of input and output on a program
- Describe how systems analysts interact with users, management, and other information systems professionals in a typical business organization

CAREERS

Software Developer
Game Designer
Computer Programmer
Defense Intelligence Analyst
Computer Systems Analyst
Web Developer

MEDIAN WAGE

Software Developer: $51.38 hourly, $106,860 annually
Computer Programmer: $38.39 hourly, $79,840 annually
Defense Intelligence Analyst: $37.56 hourly, $78,120 annually
Computer Systems Analyst: $41.93 hourly, $87,220 annually
Web Developer: $31.79 hourly, $66,130 annually

EMPLOYMENT OUTLOOK

Average, 5-9% - Faster than average, 10% to 14%

CERTIFICATIONS

None

SUCCESS INDICATORS

Familiar with basic computer skills and application of skills to solve business problems, detailed oriented, an analytical thinker, action oriented, dependable and effective in team setting.

STUDENT LEADERSHIP

Students have the opportunity for leadership, competition, and community service through membership in DECA.

12 COLLEGE CREDITS

CISP 111 - Requirements Planning & Development
CSCI 231 - Introduction to Programming
CSCI 258 - Introduction to Game Design & Theory
CISP 340 - Mobile Applications Development

ACADEMIC RIGOR

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CAPITAL REGION TECHNICAL EARLY COLLEGE

Students enrolled in this program may choose to participate in the Capital Region Technical Early College (CRTEC). Capital Region Technical Early College is a high school-to-college program where students start in grade 11 and leave in grade 13 with a college degree or certification. The program gives students relevant career-related experience.

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