

## Game Developer Jr (Advanced) using GameSalad

The students will learn how to conceptualize, design and program mobile application for mobile device suitable for iOS or Android Platform

The objectives of the programmes are to promote logical, critical and creative thinking skills by providing a holistic learning environment for the students in the areas of application development and product development lifecycle.

### Course Breakdown

**Target:** Upper Secondary/JC Students

Session	Course Outline	Remarks
1	Introduction to Game Creation	If time permits, a guest speaker who is a game developer might give a short talk about Gaming Industry
2	Understanding the Game Concept	Students will learn the different type of game concepts and game mechanics to help them understand how they can improve on their gameplay.
3 - 4	Understanding the Game Components I	Students will learn how to use the attributes and rules to control the game
5	Game Asset Creation	Students to create their own game assets
6 - 7	Game Enhancement	Possible Enhancement Features to make the Game more challenging for the players.
8 - 11	Project Work with Consultation	Student to create a game that would be hosted online with a high score
12	Project Wrap Up and Presentation	Students will learn how to publish their game to iOS/Android stores.

#### Software Requirement:

Gamesalad Creator 0.10.4.1 Beta & above for Mac OS X OR

#### Hardware Requirement:

Computers with Either Windows OS 7 and above OR Mac OS X Mountain

For more information about our training, please contact us:

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