

# NEVADA

CORRELATION OF STANDARDS WITH

## GOODHEART-WILLCOX

**VIDEO GAME DESIGN FOUNDATIONS** © 2014 AND **VIDEO GAME DESIGN COMPOSITION** © 2014

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Nevada Department of Education CTE Standards and Benchmarks		
<b>Program Name:</b> Digital Game Development		
<b>Standards Reference Code:</b> DGD		
Standards	Correlating Pages (Foundations)	Correlating Pages (Composition)
<b>Content Standard 1.0: Explore the Digital Game Industry</b>		
<b>Performance Standard 1.1: History of the Game Development</b>		
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1.1.4 Describe the different game genres	64-66	22-23
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<b>Performance Standard 1.3: Demonstrate Knowledge of Industry Technology</b>		
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1.3.2 Identify the tools to develop a game (e.g. engine, application program interface [API], digital content creation tools, editors)	22, 327-332	

1.3.3	Communicate both in writing and verbally using appropriate industry terminology	26-30, SDG Activity 1-5 pg21, SDG Capstone objective 11, pg 399	
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2.3.4	Produce a game design document	SDG Activity 9-1 pg 339-344, SDG Capstone pg 400-407	SDB Capstone
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4.1.4	Examine different number systems (i.e. binary, decimal, hexadecimal, etc)	360-361, SDG Activity 12-2 pg 442, SDG Activity 12-4 pg 467
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<b>Content Standard 5.0: Build a Game</b>		
<b>Performance Standard 5.1: Explore 2D and 3D Game Engines</b>		
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5.1.2	Debate the strengths and weaknesses of various game engines	328-332, pg 336 #4 SDG Capstone Project Activity 3
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5.1.4	Explain how game engines work	SDG Capstone Project Activity 3 317 #4, SDG pg 3-4, SDG Capstone Project Activity 3
<b>Performance Standard 5.2: Diagram Game Levels</b>		
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5.2.2	Define the size of player environment	SDG Activity 3-3, Activity 3-4, Activity 5-2, Activity 5-3, Activity 6-3
5.2.3	Explain the location and purpose of non-player character (NPC)	60-64, 154, 161-163, SDG Activity 2-5, Activity 3-2, Activity 3-3, Activity 3-4, Activity 5-2, Activity 6-2, Activity 6-3, Activity 13-1, Activity 13-2, Capstone

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5.2.4	Specify boundaries and borders of the levels within the game	SDG Activity 3-3, Activity 3-4, Activity 5-2, Activity 5-3, Activity 6-3
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5.3.3	Create a flowchart that maps the GUI's functionality	SDG Activity 12-5, SDG Capstone Project
5.3.4	Design and implement a GUI using wireframes	SDG Activity 4-2, SDG Activity 12-1 designed - SDG Activity 12-3 implemented, SDG Activity 12-5, SDG Capstone Project
<b>Performance Standard 5.4: Design Custom Mechanics</b>		
5.4.1	Create a victory condition	SDG Activity 5-5, Activity 6-3, Activity 6-6, Activity 7-2, Activity 7-4, Activity 8-5, Activity 9-3 , Activity 10-2, Capstone Project
5.4.2	Assemble immersive elements into a game	SDG Activity 5-5, Activity 6-3, Activity 6-6, Activity 7-2, Activity 7-4, Activity 8-5, Activity 9-3 , Activity 10-2, Capstone Project
5.4.3	Establish a reward system and in-game economies	SDG Activity 5-5, Activity 6-3, Activity 6-6, Activity 7-2, Activity 7-4, Activity 8-5, Activity 9-3 , Activity 10-2, Capstone Project
5.4.4	Apply game mechanics to game world	SDG Activity 2-5, Activity 3-2, Activity 3-3, Activity 3-4, Activity 4-4, Activity 5-3, Activity 5-4, Activity 6-2,

		Activity 6-3, Activity 7-1, Activity 7-2, Activity 7-3, Activity 8-4, Activity 10-2, Activity 12-1, Activity 12-2, Activity 12-3, Activity, 12-4, Activity 12-5, Activity 13-1, Activity 13-2, Activity 13-3, SDG Capstone Project
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		153-154, Activity 3-3 pg 95 & 98, Activity 8-3, Activity 8-4 pg 263, Activity 12-4, Activity 12-5, Capstone Project
5.5.2	Practice creating sound loops	SDG Activity 6-4
		248, Activity 8-2, Activity 8-3, Activity 8-4 pg 263
5.5.3	Determine acceptable media files for game development (i.e. sound, graphics, video)	SDG Activity 6-2, Activity 6-3, Activity 6-4, Activity 8-4 pg 313-314, Activity 9-3 pg 368, Activity 10-2, Capstone Project
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5.5.4	Import appropriate media for a game	SDG Activity 6-2, Activity 6-3, Activity 6-4, Activity 8-4 pg 313-314, Activity 9-3 pg 368, Activity 10-2, Capstone Project
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5.5.5	Incorporate feedback sounds	SDG Activity 6-2, Activity 6-3, Activity 6-4, Activity 8-4 pg 313-314, Activity 9-3 pg 368, Activity 10-2, Capstone Project
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<b>Performance Standard 6.1: Understand Copyright Laws in Relationship to Game Development</b>		
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		310-313, 316 #1, 319 Reading
6.1.2	Evaluate Creative Commons and open source licensure	280-281
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6.1.3	Cite the boundaries of third-part work	278-279
		310-313
6.1.4	Explain copyright, trademarks, and other intellectual property protection	275-281, Ethical Gamer 193
		310-314, Ethical Gamer pg 43 & 309 & 333

Performance Standard 6.2: Understand Security Issues in Relation to Game Development and Design			
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Performance Standard 7.1: Target Platforms			
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7.1.4	Research procedures to deliver a game to mobile markets	359-361	SDG Activity 1-1
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