
YEAR 10 SUBJECTS

Game Development

Over the past decade, programming has changed from creating software that is undertaken by large software companies to the development of games that change swiftly and adapt to the demands of any user. In this course, you will explore the world of games through analysis, design, development and evaluation. You will complete activities that help you become familiar with the Swift and Unity programming environments that are used by game developers worldwide. Once you complete your activities, you will decide on your area of development and evaluate the current market of games to create your own game.

Having defined your niche market, you will create your game using the processes of the problem solving methodology. Through direct instructions, internet research and a “hands on approach”, you will create your own software and programming rigour. The project that you work on is something that you define as a result of your investigation into the pool of games that exist. This is a subject that you control from start to finish.

Generic skills that are considered across all the subjects in the Digital Technology area include::

- Understand and apply the problem solving methodology
- Project Management – plan and monitor the progress of extended tasks
- File management and backup procedures
- Apply appropriate formats and conventions
- Understand social and ethical responsibilities as users of ICT

Subject specific skills are:

- You will learn and apply the digital tools needed to design and develop a game
- You will develop general programming skills
- You will develop analytical and debugging techniques
- You will use specific terms to discuss thinking processes, use tools appropriate to particular tasks, and evaluate their effectiveness