

Innovation Proposal:

Game Design and Development 1 & 2

Cedar Valley High School

Eagle Mountain, Utah

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```
if (version_compare($version, '5.2', '>')) {
    die("PHP 5.2 or greater is required.");
}
if (!extension_loaded("pcr")) {
    die("phpSysInfo requires the pcr extension to php in order to work properly.");
}
require_once APP_ROOT.'/includes/autoloader.inc.php';
// Load configuration
require_once APP_ROOT.'/config.php';
defined('PSI_CONFIG_FILE') || !defined('PSI_DEBUG') {
    die("templates/html/error_config.html");
}
```

Proposed Innovation

This course provides knowledge and project-based experience in game development concepts, including design, scripting, digital assets creation, problem-solving, and collaboration. Students will use gaming engines like Unity and C# scripting language to learn coding and game programming.

Purpose and Potential

The use of gaming engines like Unity and C# scripting language will engage students through a common interest while developing transferrable skills. Programs like these are used across industries such as software programming, engineering, and program architecture in addition to project management roles.

Courses Include

an in-person classroom setting on campus in an A or B-day rotating schedule.

Student Outcomes

will be measured through formative and summative assessments to track growth measurements and student progress.

Funding

Grant funding will be used for the purchase and operation of course materials.

Under House Bill 386, Local Education Agencies can approve up to \$5,000 in grant funding for innovation programs. The innovation outlined here is one example that has been approved for implementation. Learn more at schools.utah.gov/ulead

