# ROZZY™ LEARNING COMPANY
# STEM Career Adventures: Designer/Artist
## Game Designer

## Introduction to Career:

**Game Designer Definition:** Game designers create games, like boardgames or games for a phone or tablet. Game designers design how the games will look and how people interact with the game.

> **Adventure Description:** Explorers will think like game designers and create a storyboard for a new app that kids can play on a phone or tablet.

## Activity: Designing A Game (30 – 45 minutes)

- Explain to explorers that game designers create a storyboard of an app, which is a drawing of what the app will look like, before they create the app on a computer.
- Ask explorers why game designers would want to design storyboards first.
- Explain that game designers plan out their ideas beforehand and get feedback from others before they make the final game design on the computer.
- Have explorers fill out **Discovery Page: Game Design** to plan out their game and complete the following steps:
  - Step 1: Pick a Setting
    - Have explorers decide where the game will take place. Explorers can pick a real location (like a beach or a classroom) or a fictitious place (like a magical forest).
  - Step 2: Create Characters
    - Have explorers decide how many characters will be in the game and if they will be people, animals, or a fictitious character.
  - Step 3: Decide on the purpose of the game
    - Have explorers decide what the purpose of the game is. What will the characters be doing? Are the characters trying to complete a task? Collect coins?
- Next, its time for explorers to create their storyboards! Have explorers complete storyboards on separate sheets of paper. Have them use one piece of paper for each of the 4 levels.
- Explain to explorers that they will need to design four levels in the game.

**Contact Allison, Director of Customer Service, with any questions or feedback at 314-272-2560 or allison@rozzylearningcompany.com**

Send photos of your explorers and their projects to allison@rozzylearningcompany.com to be featured on Rozzy's website, social media pages, and blog!

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- Have explorers first sketch out their ideas in pencil and then color in.
- After explorers have created their storyboards, it's time to create a title for the game and a description so kids will want to download the game and play it.
- Have explorers give the game a title and write a 2-3 sentence description of why kids will want to play their game.
- Have explorers share their game storyboards with the group.

## Materials List

Provided online:
- **Discovery Page: Game Design**

Not provided:
- Paper
- Color pencils, markers, or crayons