

# Integrated Learning

## (Gaming and Development Space)

**Level:** Stage I

**Course length:** 1 semester

**Credit value:** 10 Credits

### Advice to students

No background knowledge is required.

An interest in playing and creating video games and a willingness to participate in making activities as it is an essential component to this subject.

### Course overview

This is a school-developed program giving students an opportunity to meet the SACE literacy and numeracy requirements through creating, playing and studying the art of gaming. It also includes analysis of games through play and learning. Activities may include involvement in College events as a focus for planning, organising and participating in Games tournaments/Exhibitions.

The course has a focus on skill development and collaboration to aid students in developing their planning, organisational, collaborative research, reflecting and analytical skills.

### Assessment

- Practical 40%

Teacher observation, self assessment and reflective evaluation on making game activities.

- Group activity 30%

One group project based on planning, organising and participating in a Games tournament at MSC.

- Folio and Discussion 30%

Develop a folio to support their learning, discussion between teacher and students about their learning.

### Pathways

This subject is a desirable preparation for SACE Stage 2 Integrated Technology and Certificate III in Screen and Media – Game Design.