



## Lesson 2.3: Game Industry Insights

<https://codehs.com/course/12842/lesson/2.3>

<b>Description</b>	In this lesson students learn about video game studios and research a studio of their choice. Students then develop a one-page web presentation to share their findings and reflect on types of roles within game studios.
<b>Objective</b>	Students will be able to: <ul style="list-style-type: none"><li>• Describe different types of video game studios</li><li>• Describe the qualities studios look for in team members</li><li>• Explain the design or creative process of a chosen game studio</li></ul>
<b>Activities</b>	<a href="#">2.3.1 Connection: How to Get Into the Games Industry</a> <a href="#">2.3.2 Connection: Game Studios</a> <a href="#">2.3.3 Exercise: Game Studio Presentation</a>
<b>Prior Knowledge</b>	<ul style="list-style-type: none"><li>• Basic understanding of various roles and teams involved with video game design</li></ul>
<b>Planning Notes</b>	<ul style="list-style-type: none"><li>• Decide if students will take notes in a notebook, on paper handouts, or through the “Take Notes” function on CodeHS.</li></ul>
<b>Standards Addressed</b>	
<b>Teaching and Learning Strategies</b>	<b>Lesson Opener:</b> <ul style="list-style-type: none"><li>• Have students brainstorm and write down answers to the beginning of class discussion questions listed below. Students can work individually or in groups/pairs. Have them share their responses. [5 mins]</li></ul> <b>Activities:</b> <ul style="list-style-type: none"><li>• Watch the video <i>How to Get Into the Games Industry</i>. [5 mins]</li><li>• Complete the <i>Game Studios</i> research activity. [15-20 mins]<ul style="list-style-type: none"><li>◦ Encourage students to work individually or in pairs to research their chosen studio.</li></ul></li></ul>

- Complete the *Reflection: Careers in Game Design* open-response activity. [10-15 mins]
  - Students may need assistance with using the HTML template to create their one-pager presentation. Refer them to the exercise instructions that provides additional guidelines for using the template.

### Lesson Closer:

- Have students share links to their one-pagers and/or briefly present a few to the class. [10 mins]
- Have students reflect and discuss their responses to the end of class discussion questions. [5 mins]

### Beginning of Unit:

- What is a video game studio?
  - *Answers will vary. Students may be surprised to learn about varying types of studios in the industry compared to their current definition of a game studio.*
- Why might it be important to have a variety of video game studios in the industry?
  - *Answers may vary, but should include the importance of having diverse games for players. Having a variety and number of studios producing games provides players with a good selection of different types of games. Game studios can also compete with one another to enhance and improve the games they develop - improving the quality of video games overall.*
- How do you think game studios design video games? What's their process?
  - *Answers may vary. Students will learn more about the design and creative processes studios use in the lesson.*

### Discussion Questions

### End of Unit:

- What types of game studios exist?
  - *Answers may include size of studios (small, large, indie) or types of platforms where they release their games (mobile, console).*
- What might a game design or creative process look like?
  - *Answers will vary. Have students justify their responses with their research.*
- Why should a game studio value diversity among their production teams?
  - *Answers will vary. Some reasons might be to include more viewpoints and perspectives in the games the studio produces. Diverse production teams can make a studio's games more marketable and inclusive.*

### Resources/Handouts

## Vocabulary

Term	Definition	
Modification: Advanced	Modification: Special Education	Modification: English Language Learners
	<ul style="list-style-type: none"><li>• Some students may benefit from writing down their one-pager content from their research prior to typing it into the CodeHS editor</li></ul>	<ul style="list-style-type: none"><li>• Some students may benefit from writing down their one-pager content from their research prior to typing it into the CodeHS editor</li><li>• Provide an English dictionary or translation tool for unknown terms</li></ul>