

# High School STEM Activity

**Topic:** Game Development & Design

## ***Objective***

Students explore and design solutions related to game development & design.

## ***Materials***

- Laptop or tablet
- Internet access
- Notebook
- Chart paper
- Markers

## ***Procedure***

1. Introduce game development & design concepts.
2. Discuss real-world uses.
3. Identify problems to solve.
4. Design solutions or models.
5. Present findings.

## ***Observation / Notes***

Observation/Idea	Notes

## ***Discussion Questions***

- What is the importance of game development & design?
- How does it help society?
- What technologies are used?
- What careers relate to this field?

## ***Extension Activity***

Create a project related to game development & design and present your solution.

## Game Development & Design - Sample Design

