

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

