# Careers in Game Design

In this lesson students learn about careers in the video game industry. They’ll watch videos highlighting various careers and opportunities in the industry and complete self-reflection assignments to consider various careers.

## Objective

Students will be able to:

* Describe various careers in the gaming industry
* Begin to describe roles on a game production team
* Explain the importance of communication among design and development teams

Day in the Life

As you watch this [video](https://video.link/w/NfD5c), think about the following prompts:

1. How does the game designer’s role, as described in the video, compare to how you envisioned the work of game designers?
2. Think about all the different teams involved in the production of a video game. Why do you think it’s important for game designers to have frequent and clear communication with other teams throughout the game production process?

Shadow a Game Designer

[Watch](https://video.link/w/xgD5c) as high school student, Reina takes a visit to Microsoft Turn10 Studios to experience a “day in the life” as a game designer.

As you observe, think about the following prompts:

1. How does the overall scope of game development and user experience (UX) design compare to your original perception of the industry prior to watching this video? Think about company culture and day-to-day operations.
2. Video game design and development has historically been a male-dominated industry. This can lead to issues because there is a lack of representation from other genders, races, etc., which influences what sort of games are being developed. Imagine that the industry you’d like to work in one day lacked diversity. What are some steps that could be taken to ensure equity for that industry’s future?
3. Think about the education needed to become a game designer, artist, developer, or other career in the video game industry. What does this academic path look like to you? Is there anything you could start doing now?