**Lesson 00 – Game Dev Teams**

**Main objective**

Students will gain an overview of the different kinds of careers in a game development studio, as well as how the larger game development process is like in the professional setting.

**Standards**

* 9-12.IC.1 Impacts of Computing, Society
* 9-12.IC.7 Impacts of Computing, Career Paths
* 9-12.DL.2 Digital Literacy, Digital Use

**Lesson Structure/In class exercises**

Aim: What kind of roles are there in a video game development team?

Do Now:  
What has been your favorite part of this course so far? What have you liked creating? List a few specific things you liked about it and share with your classmates.

Instruction:

Group discussions:  
Class discussion: from your experience in this class thus far and from what you have seen today, what kind of career would you be most excited to have in the video game industry?

Time to work on assignment:  
Students get the rest of class (if applicable) to work on their homework assignment.

**Resources**

**Assignments**  
Post on Google classroom – Restate your opinion on what kind of career you might want to have in the game industry in the future. Look up the kinds of salaries for those kinds of positions. Does this affect your decision on your choice of career?   
  
Reply to 2 others of your classmates’ posts.