**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:

Intro:

Group discussions:

Time to work on assignment:

**Resources**

**Assignments**