**Lesson 01 – Indie, AA and AAA Studios**

**Main objective**

Students will learn about the different sizes of video game studios, and how they are defined.   
Students will also observe the differences between products of said different studios and consider what kind of game studio they may want to work for in a career.

**Standards**

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

**Lesson Structure/In class exercises**

Aim: What are the different sizes of game studios, and what sets them apart from one another?

Do Now:

Intro:

Group discussions:

Time to work on assignment:

**Assignments**

“Flame war”

<https://www.destructoid.com/geoff-keighley-explains-why-dave-the-diver-has-been-nominated-as-an-indie-game/>

<https://www.youtube.com/watch?v=dzgP3Y_U-gQ>

**Resources**

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