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AM Tri Tech

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Reflection Paper

The Video Game design class at Tri-Tech has been an amazing opportunity for me as a student and gamer to look under the hood of Video Game Design in order to see just what it takes to work in the Video Game Industry. Since I was a child I had a profound enjoyment and love for all kinds of media, but at the top of this list was video games. As I grew older I became more and more invested and passionate about the industry and what exactly went into making video games. I soon became stuck on the idea of having some kind of job at a studio somewhere in the industry. I had a lot of useless knowledge but I had no real firsthand experience stressing my creative muscle and creating a functioning video game.

Then I stumbled upon the Tri-Tech Video Game design class; here I could get real firsthand experience creating an actual video game. In this class I could really spread my creative wings, creating pixel art, sprites, C# scripts, levels, SFX, Systems and rules, nearly every part of my games were made by me and that’s something to be proud of. Through 2017 and 18 I’ve continued to expand upon my skills and have continued to work on and create games for class each time learning something new and impressing myself with what I’m able to achieve.

This experience has greatly changed how I view video games and why some are loved by some and not by others, along with why I love video games. The skills I’ve learned in Video Game Design such as how to use Visual studio and Blender along with how pacing and balance work and how to manage and be a team player are extremely helpful tools for if I do pursue a job in the industry. I have enjoyed the Tri-Tech Video Game Design class immensely and have had more fun in it than in any class I have ever taken. My love of video games and my creative mind don’t plan on stopping anytime soon.