

Connecting Learning to Work

Teacher Guide

Title: Careers in Games Development

Aims

- To show students there are alternative pathways into games development
- To show students that games development involves a variety of skills and tasks
- To show students that working in the games development industry requires skills beyond those focusing specifically on games development

Activities and resources

1. Introduction

Teacher leads a brief discussion/outline of what the video games industry involves.

- Ask some stimulus questions such as:
Who plays video games?
Do you play games by yourself or as a member of a team?
Do you play in competitions?
What are the characteristics of a good video game?
Do you enjoy playing video games? Why/why not?
- Issues to raise can include:
Time involved
Costs
Safety
Social connection
Creativity
Challenge
Technical skills
Popularity

2. Video and worksheet

Show the video “Penny Davison Games Developer”

- Students complete the worksheet. The worksheet may be modified to suit the time available and/or the interests of the students.

Further information

1. Students interested in gaining more information can be directed to the following resources:

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There is a wide range of games development community groups.

<https://www.meetup.com/en-AU/topics/gamedev/> is an example that lists 27 different groups.

The site includes links to specific groups for

-  [Game Design](#)
-  [Independent Game Development](#)
-  [Game Programming](#)
-  [Video Game Design](#)
-  [Video Game Development](#)
-  [Indie Games](#)
-  [Mobile Game Development](#)
-  [Video Games](#)
-  [Unity](#)
-  [Game Production](#)

2. Current and future trends in employment

www.joboutlook.gov.au

In the search box, enter Game and Multimedia Developers. This will give access to a range of information relating to those occupations in Australia including:

- Prospects
- Pathways
- Skills and Knowledge
- Work Environment

Within these categories there is information on topics including tasks; predicted growth in employment; wages; and characteristics of the workforce.

3. Courses to gain qualifications to work in Games Design

Students interested in researching options for further education in Games Design can be directed to www.vtac.edu.au They use the 'Course Search' tool and enter Games Design or Games Development in the search box. This then gives them a list of all relevant courses offered in Victoria. The details for each course include:

- Majors offered
- Pathways into the course
- Graduate career opportunities
- Post graduate study pathways
- Prerequisites
- Subject adjustments (Students can get a 'bonus' for doing the specified subjects in VCE and this can help boost their selection rank).
- Essential requirements for applicants to complete as part of the selection process



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