

LUNCH AND AFTER-SCHOOL ACTIVITIES

GAMERS' CLUB

AFTER-SCHOOL

Join us to play a wide variety of board games, video games, and role playing games! Meet new people to play your favorite games with; all are welcome.

GAME DEV CLUB

LUNCHTIME

Students with a passion for the subject can attend lunchtime club meetings to practice their skills in a student-led setting, working together to build games!

SPONSOR

NATHAN ROCKWOOD

I teach both English and Video Game Development
Email me with questions!

Nathaniel.C.Rockwood@mcpsmd.net

INTERACTIVE MEDIA & GAME DESIGN



BUILD A PORTFOLIO FOR JOB
APPLICATIONS!

Questions?

Contact your counselor!

Or

Nathan Rockwood, Game
Development teacher at QOHS:

Nathaniel.C.Rockwood@mcpsmd.net

QUINCE ORCHARD HIGH SCHOOL

Game Design

A 9TH-12TH GRADE CAREER &
TECHNOLOGY PATHWAY

PREPARE FOR THE FUTURE!



Learn

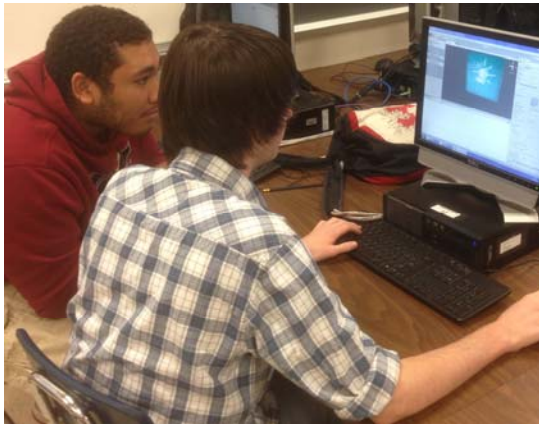
how to make video games!

Earn

college credit!

PLAY (AND MAKE) GAMES!

The Game Development pathway is built from the ground up to teach students important job skills, preparing them to continue their education at the college level, enter the workforce, or start a business.



NO EXPERIENCE NECESSARY

Any student can take the first class, **Intro to Interactive Media A/B** (#519500/519600). They will explore their creative skills, like digital art, music, writing, and game design, without needing to know how to code.

START HERE

INTRO TO INTERACTIVE MEDIA A/B

Course numbers: 519500 / 519600
9TH OR 10TH GRADE

College credit available!

Students who want to explore careers in art, technology, and game design can start here, with Intro to Interactive Media! This highly creative class provides a foundation of skills in areas like:

- Digital Art
- Music and Sound Design
- Writing and Editing
- Level and Quest Design
- Scripting and Game Design



PAST GUEST SPEAKERS INCLUDE GAME DESIGNERS FROM BETHESDA SOFTWORKS, POPCAP GAMES, AND OTHER POTENTIAL EMPLOYERS!

COMPLETE THE PATHWAY

Take these classes in later years, to earn more college and pathway completor credit!

GAME DEVELOPMENT A/B

10-11th Grade

The second year of the course covers more advanced game development software, working in teams to build games, and choosing specialties to explore more deeply!

ADVANCED GAME DEVELOPMENT A/B

11-12th Grade

College credit available!

A project-driven course where students set goals based on their interests, making sophisticated games and learning industry best-practices.

GAMING INTERNSHIP A/B

12th Grade

Students work on independent or collaborative projects, explore job opportunities, and learn about starting a game design studio of their own! Course completor credit available!
