GOODHEART-WILLCOX PUBLISHER QUESTIONNAIRE

Course: Game & Simulations Foundation (8208200)
Title: *Video Game Design Foundations*, Edition: 2nd
Copyright: 2014
Author: Ploor
Grade Level: 9 - 12

Authors & Credentials: List full name of author(s), with major or senior author listed first. Briefly provide credentials for each author.

D. Michael Ploor is the author of three textbooks on the subject of video game design: *Introduction to Video Game Design, Video Game Design Foundations,* and *Video Game Design Composition*. He is a National Board Certified Teacher in Career and Technical Education and holds an MBA degree from the University of South Florida. He maintains professional teaching credentials in Business Education (6–12) and Education Media Specialist (K–12). He is currently employed by the School District of Hillsborough County in Tampa, Florida, where he has been teaching video game design at the high school and middle school levels since 2001. Mr. Ploor developed STEM curriculum while serving as the lead teacher in the Career Academy of Computer Game Design at Middleton Magnet STEM High School. Mr. Ploor has applied his skills as a STEM Curriculum Integration Specialist in designing innovative curriculum and by collaborating to construct the state standards for video game design in several states. He has also been instrumental in authoring competitive events for Career and Technical Student Organizations such as the Future Business Leaders of America (FBLA) and Phi Beta Lambda (PBL). He continues to work closely with many game design studios, producers, and software developers to align educational objectives to workplace-ready skills. In addition to publishing textbooks and lessons, Mr. Ploor provides professional development as a frequent presenter at regional and national conferences to promote STEM education and video game design curriculum for the high school and middle school levels.

Students: Describe the type(s) of students for which this submission is intended.

This submission is intended for Florida high school students seeking a course that introduces all aspects of video game design, including the creation of basic video games.

1. IDENTIFY AND DESCRIBE THE COMPONENTS OF THE MAJOR TOOL. The Major Tool is comprised of the items necessary to meet the standards and requirements of the category for which it is designed and submitted. As part of this section, include a description of the educational approach of the submission.

Educational Approach (The information provided here will be used in the instructional materials catalog in the case of adoption of the program. Please limit your response to 500 words or less.)

Video Game Design Foundations offers an engaging, practical, scientifically sound, skills-based approach that introduces concepts of video game design to high school students. Up-to-date, evidence-based, comprehensive information is presented in a manner that addresses the complexity of video-game-design education and helps teachers develop educational plans that fully meet students' needs. Through engaging writing, scientifically sound content, and appealing features, *Video Game Design Foundations* presents the study of video game design as dynamic and relevant to students' lives and prepares students for further study in the field of video game design. Thorough coverage of the Florida Department of Education's standards for Game and Simulations Foundation is reinforced throughout the book with reading strategies, key concept features, and a variety of methods for assessing students' performance. Math and communication skills activities help students develop a base of skills needed in both their careers and life. Students learn basic principles and concepts about video game design that help them become a more valuable employee, a better citizen, and a knowledgeable consumer. English/Language Arts standards for reading, writing, speaking, and listening are incorporated in Reading Prep activities, as well as in end-of-chapter applications, to reinforce communication skills. Portfolio Development activities provide guidance in creating a personal portfolio for use when exploring volunteer, education and training, and career opportunities. Game builds in the software design guide provide hands-on applications of the concepts as students create their own video games. Extensive use of instructor's resources, including lesson plans and assessments, help to reinforce core concepts and create a rich learning experience by teaching student to access information, improve decision-making skills, and set goals. Classroom-tested activities engage students as they study key concepts. *Video Game Design Foundations* provides a footing for lifelong learning and enables students to make informed judgments and decisions.

Major Tool - Student Components Describe each of the components, including a format description.

1. *Video Game Design Foundations* student textbook (printed, hard cover, full-color textbook with 400 pages).

2. Online Student Center for *Video Game Design Foundations* provides the foundation of instruction and learning for digital and blended classrooms. An easy-to-manage, shared classroom subscription makes it a hassle-free solution for both students and instructors. An online student text and Software Design Guide (see in Ancillary Materials - Student Components below), along with rich supplemental content, brings digital learning to the classroom. All instructional materials are found on a convenient online bookshelf that is accessible at home, at school, or on the go.

3. *Video Game Design Foundations* Bundle combines both a printed text and an Online Student Center. All student support materials are available online in a six-year classroom subscription.

Major Tool - Teacher Components Describe each of the components, including a format description.

(N/A - see Ancillary Materials - Teacher Components below)

2. IDENTIFY AND DESCRIBE THE ANCILLARY MATERIALS. Briefly describe the ancillary materials and their relationship to the major tool.

Ancillary Materials - Student Components Describe each of the components, including a format description.

Video Game Design Foundations Software Design Guide (printed, soft cover, full-color consumable workbook with 416 pages). This component is also part of the *Video Game Design Foundations* Online Student Center.

Ancillary Materials - Teacher Components Describe each of the components, including a format description.

Online Instructor Resources include Answer Keys, Lesson Plans, Instructor's Presentations for PowerPoint®, ExamView® Assessment Suite, and more. Includes *The Games Factory 2 Software* Instructor Access Key Code.

3. HOW MUCH INSTRUCTIONAL TIME IS NEEDED FOR THE SUCCESSFUL IMPLEMENTATION OF THIS PROGRAM? Identify and explain the suggested instructional time for this submission. If a series, state the suggested time for each level. The goal is to determine whether the amount of content is suitable to the length of the course for which it is submitted.

This submission was developed with the Florida Game & Simulations Foundations course in mind. The product content is intended for a 36-week course.

4. WHAT PROFESSIONAL DEVELOPMENT IS AVAILABLE? Describe the ongoing learning opportunities available to teachers and other education personnel that will be delivered through their schools and districts as well as the training/in-service available directly from the publisher for successful implementation of the program. Also provide details of the type of training/in-service available and how it may be obtained. (The information provided here will be used in the instructional materials catalog in the case of adoption of the program.)

In-service/staff development training is available during the life of the adoption in various formats upon request. Training support documentation can be provided in print or webinar and is available at no cost for the hours needed. Please contact G-W Educational Consultant Irene deVarona (877.327.4209 phone, idevarona@g-w.com e-mail) to arrange mutually-agreed upon in-service dates and formats.

5. WHAT HARDWARE/EQUIPMENT IS REQUIRED? Briefly list and describe the hardware/equipment needed to implement the submission in the classroom. REMEMBER: Florida law does not allow hardware/equipment to be included on the bid! However, schools and districts must be made aware of the hardware/equipment needed to fully implement this program.

For Online Materials: • Operating System: Microsoft Windows XP/VISTA/7/8, Mac OS 10.4 or later, or Mac iOS 4.3 or later. • Minimum Hardware: 600 MHz processor; 128 MB RAM; monitor or touch screen display. • Online Access: Internet or Wi-Fi connection is required; cookies and JavaScript enabled for full functionality. • Recommended Web browsers: Firefox, Internet Explorer, Chrome, or Safari.

6. WHAT LICENSING POLICIES AND/OR AGREEMENTS APPLY? If software is being submitted, please attach a copy of the company's licensing policies and/or agreements.

Not Applicable

7. WHAT STATES HAVE ADOPTED THE SUBMISSION? List some of the states in which this submission is currently adopted.

North Carolina and Tennessee.

8. LIST THE FLORIDA DISTRICTS IN WHICH THIS PROGRAM HAS BEEN PILOTED IN THE LAST EIGHTEEN MONTHS.

Not Applicable