INSTRUCTIONAL MATERIALS PUBLISHERS

Bid Item

Course: Game & Simulations Foundation (8208200)
Title: 98-374 Gaming Development Fundamentals , Edition: 1
Copyright: 2014
Author: Microsoft Official Academic Course
Grade Level: 9 - 12

Publisher Questionnaire

Authors & Credentials: List full name of author(s), with major or senior author listed first. Briefly provide credentials for each author.
MOAC (Microsoft Official Academic Course): The Microsoft Official Academic Course series is a complete program for instructors and institutions to prepare and deliver great courses on Microsoft software technologies. With MOAC, we recognize that, because of the rapid pace of change in the technology and curriculum developed by Microsoft, there is an ongoing set of needs beyond classroom instruction tools for an instructor to be ready to teach the course. MOAC endeavors to provide solutions for all these needs in a systematic manner in order to ensure a successful and rewarding course experience for both instructor and student—technical and curriculum training for instructor readiness with new software releases, the software itself for student use at home for building hands-on skills, assessment and validation of skill development, and a great set of tools for delivering instruction in the classroom and lab. All are important to the smooth delivery of an interesting course on Microsoft software, and all are provided with the Microsoft Official Academic Course program. We think about the model below as a gauge for ensuring that we completely support you in your goal of teaching a great course. As you evaluate your instructional materials options, you may wish to use the model for comparison purposes with available products.

Students: Describe the type(s) of students for which this submission is intended.
Students interested in Game Design and Development

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.)
The Microsoft Technology Associate certification (MTA) curriculum helps instructors teach and validate fundamental technology concepts with a foundation for students' careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This MTA text covers the Gaming Development vital fundamental skills of Game Design, Hardware, Graphics, and Animation. It covers all aspects of creating a video game - from idea-creation to designing a virtual world through to developing characters and plotlines. Platforms from Xbox to PC to handheld gaming devices are covered. This text is designed for classroom use; perfect for adding game programming to an existing programming course. Lastly, it covers everything required to earn the Microsoft Technology Associate certification.

Major Tool - Student Components Describe each of the components, including a format description.
• Paperback • Wiley E-Text Covers all aspects of creating a video game - from idea-creation to designing a virtual world through to developing characters and plotlines. Covers all platforms: from Xbox to PC to handheld gaming devises. Designed for classroom use; perfect for adding game programming to an existing programming course. Covers everything required to earn the Microsoft Technology Associate certification.

Major Tool - Teacher Components Describe each of the components, including a format description.
• Paperback • Wiley E-Text Instructor companion website includes: INSTRUCTORS GUIDE TEST BANK POWERPOINT PRESENTATIONS DREAMSPARK PREMIUM Subscription

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.
Not Applicable

Ancillary Materials - Teacher Components Describe each of the components, including a format description.
Instructor Companion Website contains: INSTRUCTORS GUIDE TEST BANK POWERPOINT PRESENTATIONS DREAMSPARK PREMIUM Subscription

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.

2 semesters or 1 school year

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.)

Professional Development is available and can be arranged on a case by case basis. Previous training events have included sessions on online resources such as the Instructor Companion Sites, sessions by Wiley authors and other similar events. In addition, Instructors are welcome to sign up and attend WFN sessions available on the Wiley Faculty Network (http://www.wiley.com/college/wfn/index.html).

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.

Computer Website Access

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.

Digital Content License Agreement with EULA

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

Not Applicable

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

Not Applicable