



VIDEO GAME DESIGN

1. Materials

A desktop computer (laptop less desirable), access to 1-to-1 daily, and Internet. Chromebooks will **not** be sufficient - PCs required.

Software (Each student needs access to a computer)	Recommended Unit	Cost per Unit
Unity Link to apply for qualification: https://unity.com/products/unity-educator	1 per student	Free (For qualifying, not-for-profit, accredited schools - must apply each year for the discount)
Visual Studio Code (VSCode)	1 per student	Free

2. Required software, networking access, and access to LSU servers:

- Teachers will need to be able to share documents via Google drive with LSU Instructors.
- Each laptop must be installed with a text editor. We recommend Visual Studio Code (VSCode)
- Principals will need to communicate with the district’s information technology department to ensure that there are no technological restrictions that block access to servers in the lsu.edu or lsupathways.org domains. In addition, students must be able to access the following websites:

stackoverflow.com	codepen.io	unity.com
github.com	w3schools.com	developer.mozilla.org
quixel.com	youtube.com	github.com

3. Required virtual teacher collaborations: Teachers will communicate with LSU instructors via a Google group set up for this purpose.
4. Required administration of course content, pre/post-test, and research instruments: All required materials and instruments will be either posted in a Google drive or their location announced via the Google group for this course.
5. Other: As this is a project-based learning class, we strongly suggest that each section of the course be limited to a *maximum* of 20 students. If the course is overloaded with students, they will not receive adequate instruction.