2008-01-30 OSC News: High School classes in videogame design? (Net Family News)

High school classes in videogame design?

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That's what the Ohio Supercomputer Center is promoting, the Cleveland Morning Journal reports. "The process of creating a video game involves reading, comprehending, doing math and physics, plus problem solving to make the game's characters and other features function realistically," the Center says, adding that getting high school students involved in the process gets them hooked on math and science. "Video game design isn't just for entertainment; similar 'games' are used in medical training," editorializes the Morning Journal, citing an Associated Press report. The Orlando Sentinel tells the story of one such class at Edgewater High School in Orlando. "Now offering a four-year track in digital design, the program hopes to reach students who may show great promise in art and other creative pursuits in addition to the basic math and science skills," according to the Sentinel. In Trenton, N.J., Giancarlos Alvarado is designing a videogame called Earthquake Terror: After Shock with his fifth-grade students, game news site Kotaku.com reports. While we're on the subject, here's a library now loaning out videogames: the Guilderland Public Library. The Albany Times Union reports that the library sees videogames as "a gateway to other library materials, such as strategy guides and books that introduce teens to careers in programming."

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