

GAME:IT JUNIOR

Discover Computing Programming & Game Design

Recommended for Grades 6-8

COURSE UNITS

Unit 0 - Getting Started with the Course

Unit 1 - Intro to the EDC & Game Physics

Unit 2 - Comp. Thinking & Programming

Unit 3 - Debugging Skills & Problem Solving

Unit 4 - Building Games with Construct 3

Unit 5 - Game Careers & Asset Development

COURSE SKILLS

- Video Game History
- Engineering Design Cycle
- Algorithms & Sequencing
- Game Physics
- Debugging Programs
- Drag-and-Drop Coding
- Digital Asset Design

\$2000

Per Site | Unlimited Seats | Annual

GET IN TOUCH

To request a full demo of this course and learn more about pricing, contact us at customerservice@stemfuse.com or reach out to your STEM Fuse sales representative.



SCAN TO VIEW COURSE