Mobile Game & App Development

Pathway Description:
This 1-year regional pathway is designed to provide students the skills and knowledge required to design, develop, and deploy games and applications for one of the mobile devices platform (iOS, Android, or Windows Mobile) using current development tools and frameworks.

Key Competencies:
- Gain knowledge of Swift Language used to create iOS apps.
- Design, create, and debug programs using the Swift Language.
- Create a device composed of a Swift Server on a Raspberry Pi to monitor an electronic circuit.
- Recognize what makes a good user interface.
- Understand the techniques used to create the look and interactions of a user interface.
- Demonstrate the ability to recognize the fundamentals of two-dimensional design, three-dimensional design and composition, design problem solving, spatial orientation, and the organization of principles of design such as texture, line, shape, value, mass, and color theory.
- Understand topics such as game physics, game AI, Core Audio, 2D, 2.5D, and 3D animation with 3D audio, Bluetooth technologies, and head-to-head network gaming.

Courses (HS Credits):
9GG0A  Swift & The Internet of Things (2)
9GG1A  UI / UX Design (2)
9GG3B  Digital Art & 3D Design (2)
9GG2B  Game Development (2)

Total College Credits: 13

Annual National Average Salary for Entry Level App Developer: $62,800

Career Opportunities:

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<td>Mobile Game Developer</td>
<td>User Experience (UX) Designer</td>
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<td>Project Manager</td>
<td>Software Developer</td>
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