LSU

Gordon A. Cain Center

VIDEO GAME DESIGN

1. Materials

   A desktop computer (laptop less desirable), access to 1-to-1 daily, and Internet. PC preferred, but at a bare minimum, Chromebooks, can work, but are less suitable

Software (Each student needs access to a computer)	Recommended Unit	Cost per Unit
Godot 4.x (required - latest version)	1 per student	Free
Audacity (optional for sound editing)	1 per student	Free
Blender (optional for 3D modeling)	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 stempathways.lsu.edu domains. In addition, students must be able to access the following websites:

stackoverflow.com	Godot editor 4 (play store)	godotengine.org
github.com	sketchfab.com	forum.godotengine.org
godotforums.org	youtube.com	wavacity.com
piskelapp.com	opengameart.org	itch.io/game-assets

3. Required virtual teacher collaborations:
   Teachers will communicate with LSU instructors via a Google group set up for this purpose. Teachers will need to share sample student work with their designated LSU Pathway Point-of-Contact.
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. Course Work
   Teachers must present the course material in sequence or as approved by collaboration with the LSU Pathway Point-of-Contact. Teachers are expected to deliver a minimum of 80% of the course material.
6. 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.