



# CCSD CAREER PATHWAYS

## Emerging Technologies Pathway: Video Game Design



	9 <sup>th</sup> Grade Courses	10 <sup>th</sup> Grade Courses	11 <sup>th</sup> Grade Courses	12 <sup>th</sup> Grade Courses
<b>English</b>	9 <sup>th</sup> Grade Lit/Comp or Advanced 9 <sup>th</sup> Grade Lit/Comp	10 <sup>th</sup> Grade Lit/Comp or Advanced 10 <sup>th</sup> Grade Lit/Comp	American Lit/Comp or Advanced American Lit or AP Lang/Comp or Dual Enrollment	British Lit/Comp or Advanced British Lit/Comp or AP English Lit/Comp or Dual Enrollment
<b>Math</b>	CCGPS Coordinate Algebra or Accelerated Coordinate Algebra/Analytic Geometry A	CCGPS Analytic Geometry or Accelerated Analytic Geometry B/Advanced Algebra	CCGPS Advanced Algebra or CCGPS Accelerated Pre-Calculus or Dual Enrollment	Advanced Mathematical Decision Making or CCGPS Pre-Calculus or AP Math course (Calculus, Statistics, Computer Sci) or Dual Enrollment
<b>Science</b>	Biology or Advanced Biology or AP Biology	Chemistry or Advanced Chemistry or Physics or Advanced Physics or Environmental Science or Earth Systems	Chemistry or Advanced Chemistry or Physics or Advanced Physics or AP Science course (Biology, Chemistry, Physics, EnvSci) or Dual Enrollment	Chemistry or Advanced Chemistry or Physics or Advanced Physics or AP Science course (Biology, Chemistry, Physics, EnvSci) or Dual Enrollment or Approved CTAE Science Pathway courses
<b>Social Studies</b>	American Govt/Civics or Advanced American Govt/Civics or AP Govt/Politics	World History or Advanced World History or AP World History	US History or AP United States History or Dual Enrollment	Economics or Advanced Economics or AP Macroeconomics or Dual Enrollment
<b>Required Pathway Courses</b>	<b><u>This is a College Pathway. Students must be 16 years or older to participate in this pathway as a college student.</u></b>	<ul style="list-style-type: none"> <li>Computer Apps I and</li> <li>Computer Apps II</li> </ul> (Students may articulate the COMP 1000 course by first taking Comp Apps I& II, then passing the articulation exam for COMP 1000.)	<ul style="list-style-type: none"> <li>EMTX 1000: Tech Driven Problem Solving</li> <li>CIST 2751: Game Development I</li> </ul>	<ul style="list-style-type: none"> <li>CIST 2752: Game Development II</li> <li>EMTX 2010: Introduction to Wearable Computing and AR</li> </ul>
<b>Other Courses</b>	Health & Personal Fitness+ (+Graduation Requirement) Foreign Language Math Support, Fine Arts, GA Virtual	Foreign Language Math Support, Fine Arts, GA Virtual	Foreign Language Math Support, Fine Arts, GA Virtual, AP, Dual Enrollment, Career-Based Learning	Foreign Language Fine Arts, GA Virtual, AP, Dual Enrollment, Career-Based Learning

Sample Occupations Related to This Pathway
<ul style="list-style-type: none"> <li>Video Game Designer</li> <li>Video Game Entrepreneur</li> <li>Gaming Programmer</li> <li>Computer Programmer</li> <li>Technology Repair</li> <li>Video Game Tester</li> <li>Occupations in other fields such as: medicine, business, industry, and government</li> </ul>

*Emerging Technologies is a new and developing field in the business and technology fields today. Students wishing to pursue this college pathway will be provided with an exploration into the new and different technologies available to business, industry, medicine, and government. Topics will include hands-on demonstrations, ethics, and applications of these technologies. Students will learn and apply gaming strategies and structures, participate in a hands-on approach to these technologies and work with these technologies to solve problems in the fields mentioned.*

***This is a College Pathway. Students must be admitted to Athens Technical College prior to entering this pathway (students must apply to ATC and pass the Compass entrance exam or submit required SAT or ACT scores). Upon successful completion of the courses in this pathway, students will earn a Technical Certificate as Office Accounting Specialist (OA31).***

*Please note that this is intended as a guide and is not exhaustive.*