

GAME BUILDERS ACADEMY



Creating Video Games!

DEMONSTRATION SEMINAR
Saturday September 13
@ 10am-noon

Call to register: (718.631.6343)
Course Code: CLX-605 OHSA

The Office of Continuing Education
Queensborough Community College

THE CITY UNIVERSITY OF NEW YORK
222-05 56th Ave., Bayside, NY 11364-1497



Game Builders Academy: Creating Video Games! DEMONSTRATION SEMINAR

**Saturday September 13th @
10am-noon**



Learn about this new program that merges the entertaining and aesthetic interests of video gamers with academic preparation and career development. 90-minute hands-on orientation in the computer lab with 1/2 hour Q&A provides ideal opportunity to understand and experience the value-added benefit of registering for this course! Parents & Child(ren) and all Potential Registrants welcome! Call 718.631.6343 to sign up for this FREE session (CLX-605 OHSA).

Designing Video Games as teaching tools... learn, grow, have fun and succeed! Hands-on technology, hand-eye coordination, deconstructing systems, internalized mapping, improved eyesight, increased focus, and confidence in creating a new and individualized game are some of the many proven benefits of this program. Academic and Career paths are initiated and promulgated as many institutions of higher learning have begun to offer under/graduate degrees in Video Game Design and Development. Participants take pride in creating their own end product, which is not a commercially published video game but their own inspiration based on their imagination and academic preparedness.

Low student-teacher ratios ensure optimal learning conditions with supplementary work and challenges geared to each participant's unique abilities. The "candy-coated" teaching approach provides fun and satisfaction in creating individualized video games which parallel skill-strengthening and knowledge sets acquired in school. Lesson plans feature topic covered, objectives, and state specific standards coupled with emails and website for tutorials, tips & tricks, free graphics & sounds, educational resources, games, links, and more!

GBA Video Game Design & Development: Level 1

This introductory course provides the opportunity to create at least two individualized full-working video games while developing, using, and strengthening math, logic, communication, concentration & critical thinking, problem solving, and creative thinking skills. Learn to create art and animation for games, and incorporate sounds, music, video and other multimedia elements into games.

CLX-605 8 sessions / \$485

SA Sat, 9-11:30am, Oct. 4-Nov. 22

SP Sat, 12:30-3pm, Oct. 4-Nov. 22

GBA Video Game Design & Development: Level 2

Learn to write object-oriented computer programming code to develop a high-level video game, one multilevel game, and software "toys." Utilize more advanced math and science (basic physics) to build games, and have a great time!

CLX-606 10 sessions / \$485

SP Sat, 12:30-2:30pm, Oct. 4-Dec. 13 (skip 11/29)

GBA STARBURST™ Video Game Development

(Kindergarten thru 4th Grade)

A simplified, modular approach to video game development for early childhood students to utilize as a tool to strengthen math, problem solving and creative thinking skills – all in the context of doing something they love – creating video games! Learn how to create art & animation while incorporating sounds, music, and other multimedia elements into their games. Participants create one fully working video game they can share with parents and friends.

CLX-602

SA-Y Kindergarten-2nd grade

10 sessions/\$525

Sat, 9-10am, Oct. 4-Dec. 13 (skip 11/29)

SA-O 3rd-4th grade

10 sessions/\$550

Sat, 10:15-11:45am, Oct. 4-Dec. 13 (skip 11/29)

Robotics Level 1

(5th-12th grades)

Discover the fundamental engineering and technical principles of building and programming robots that move and function autonomously (on their own). Work in small teams (2-4 students) to create and design a unique small robot; build and program robots to accomplish various tasks and challenges. Learn to program audio, visual, and distance sensor inputs to enable the robots to “see, hear, and touch” their surroundings; and observe the robot’s actions and reactions to various situations and surroundings. Teams (robots) will also compete in exciting challenges including obstacle courses, contests of moving and arranging objects, puzzle solving, and much more! Lego

Mindstorms Education NXT Base Set with Intelligent Brick, sensors, servo motors, and cables (product ID W979797) provided for in-classroom use; optional purchase by registrants for personal/home use (approximate cost \$260).

CLX-609 10 sessions / \$490

M Mon, 6:15-8:15pm, Oct. 6-Dec. 15 (skip 10/13)

COMING IN THE SPRING 2009

GBA Video Game Design & Development: Level 3

(5th-12th grades)

Advance into 3-dimensional game programming to create a complex 3D Driving game (with cars, hovercrafts, and other land & air vehicles). Design and program mini-games within the main driving game. Additionally, participants will be introduced to standard programming languages, such as Java and C++.

LOCATION

Office of Continuing Education, Room L-118P
Queensborough Community College
222-05 56th Ave. (near Springfield Blvd.), Bayside, NY

Telephone: 718.631.6343

Fax: 718.281.5538

DIRECTIONS TO THE COLLEGE

The campus is easily accessible by car from all parts of Queens and Long Island. It is just a few blocks north of the Springfield Boulevard exit on the Long Island Expressway, and immediately south of the Northern Boulevard exit on the Cross Island Parkway.

Subway and Bus Routes to Queensborough:

From Flushing: Take Main Street Flushing Line (No. 7) to Main Street Flushing Station. Take Q27* bus to Springfield Blvd. and 56th Ave. Walk east to campus.

From Jamaica: Take F train to 169th St. and Hillside Ave., then the Q30 bus via Horace Harding Blvd. to Springfield Blvd. Walk north to 56th Ave. and turn right to campus. You can also take the E, J, or Z trains to Sutphin/Archer station, then the Q30 bus from there.

From the Bronx: Take the Q44 bus to Main Street, Flushing. Transfer to the Q27* bus and proceed to Springfield Blvd. and 56th Ave.

From Nassau County: The N-20, N-21 bus line from Nassau County stops at the corner of Northern Blvd. and 223rd St. (Cloverdale Blvd.). The bus makes stops in the towns of Glen Cove, Roslyn, Manhasset and Great Neck.

Via City Bus from Queens high schools:

- From Francis Lewis H.S., take Q30 to Springfield Blvd.
- From Bayside H.S., take Q31 to 48th Ave. and transfer to Q27*.
- From Van Buren H.S., take Q27* along Springfield Blvd.
- From John Bowne H.S., take Q88 to 73rd Ave. and Springfield Blvd., and transfer to Q27*.

* The Q27 bus stops on the campus on weekdays only (Mon. - Fri.)

QCC CONTINUING EDUCATION REGISTRATION FORM

Last Name: _____ First Name: _____ Male Female

Address: _____ Birth Date: _____

City: _____ State: _____ Zip: _____

Evening Phone: () _____ Day Phone: () _____ E-mail: _____

COURSE	Session Letter(s)	Title	Tuition
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____

Make checks payable to: Queensborough Community College
and Mail to: Office of Continuing Education, Room A-407
 Queensborough Community College, Bayside, NY 11364-1497

Registration Fee \$ **15.00***

** Payable one time per semester. \$25 Late Registration Fee
within 3 Full Business Days of course start date.*

PAYMENT METHOD: Cash is processed by the Bursar's Office. To expedite registration, please use other payment methods.

Check Bank Check or Money Order AMEX Discover VISA MasterCard Card # _____ Exp. Date: _____

Please include extra numbers found on back of card

QUEENSBOROUGH **CUNY**
COMMUNITY COLLEGE

OFFICE OF CONTINUING EDUCATION

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