

GAME BUILDERS ACADEMY™

Summer 2009



Creating Video Games!

- Starburst
- Video Game Design & Development
- Video Game Programming
- Robotics

**Call Continuing Education
at 718.631.6343 to Register**

**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!

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. 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 STARBURST™ Video Game Development:

Level 1 (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 9 sessions / \$390

TWRP Tues, Wed, Thurs, 11:30am-12:40pm, July 7-23

Introduction to Video Game Design & Development

(grades 5-12)

This course offers participants an exciting introduction to the technical and artistic concepts and techniques of designing and programming video games. Registrants use and strengthen skills in math, logic, communication, concentration and critical thinking, problem solving and creative thinking – all in the context of learning how to design and program video games! Gain a working knowledge of the skills and tools necessary to design and develop video games; learn how to use Game Maker software and graphics program, and; introduction to the fundamentals of animation for use in their games. Create at least one full working video game, as well as an advanced pong-style game. *No Prerequisites.*

CLX-605 8 sessions / \$485

EP Everyday: Mon-Thurs, noon-2:15pm, July 6-16

Video Game Programming: Level 1 (grades 5-12)

This course is a great introduction to the world of game programming and computer programming. Registrants are introduced, in a very fun way, to writing computer programming code and the basic math concepts that are used in video game development. Design and program a multi-level, side-scrolling platform game, with many of the features in professional side-scrolling platformers, and add custom sounds, animations and visual effects to games. *Prerequisites: CLX-605 Level 1 and basic typing skills.*

CLX-607 8 sessions / \$485

EA Everyday: Mon-Thurs, 9:30-11:45am, July 20-30

Robotics: Level 1 (grades 5-12)

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 8 sessions / \$490

EA Everyday: Mon-Thurs, 9-11:15am, July 6-16

Many ways to register:**EMAIL-IN QCCContinuingEd@qcc.cuny.edu**

Use Registration form with your signed MasterCard, VISA, Discover or Amex authorization.

FAX-IN 718.281.5538

Use Registration form with your signed MasterCard, VISA, Discover or Amex authorization.

MAIL-IN**to the address indicated on Registration form**

Send registration form to address indicated — with your check or money order (including \$15 registration fee for free courses) payable to Queensborough Community College, or your credit card number.

PHONE-IN 718.631.6343

It takes just 3 or 4 minutes using MasterCard, VISA, Discover or Amex. Please be patient if placed on hold due to volume of calls. Have all information ready for EACH student.

ONLINE REGISTRATION cep.qcc.cuny.edu

Link to our programs to register and pay through credit card directly. Simple step-by-step process to register at any time, any place, 365 – 24/7.

For discounts, cash & check, money order, and voucher programs, please contact office directly at 718.631.6343 to register.

WALK-IN Library Building, Room 118P

DAYS: Monday through Friday, 9am-4:45pm (Skip Dates 6/26; 7/3, 10, 17, 24, 31; 8/7)

EVENINGS & SATURDAYS: Not available during the summer.

WEB-DOWNLOAD www.qcc.cuny.edu/ContEd

Visit our website and download the registration form in the Bulletin. Then just fax or mail-in per above!

**SPECIAL DISCOUNTED PRICING for Summer 2009
10% for**

- Early Registration: May 8th for all programs except Kids College on May 22nd
- First Time (New) students with QCC Continuing Education
- QCC Alumni with ID Card

10% for courses less than \$150; 25% for courses over \$150

Note: Only one discount applicable per registrant. All discounts will be taken on tuition only.

PAYMENTS

No partial payments accepted. Cash payments must be in person for exact amount.

PERSONAL CHECKS

Only accepted ten days prior to class start date.

PURCHASE ORDER & VOUCHERS

For Employee Training. Organizations enrolling staff for training and development purposes will be invoiced if a purchase order number is quoted. Not available online.

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

First Name: Male Female

Last Name: _____

Address: _____

Birth Date: _____

City: _____

State: _____

Zip: _____

Evening Phone: () _____

Day Phone: () _____

E-mail: _____

COURSE	Session Letter(s)	Title	Tuition
_____	_____	_____	\$ _____
_____	_____	_____	\$ _____
		Registration Fee	\$ 15.00*

Make checks payable to: Queensborough Community College
and Mail to: Office of Continuing Education, Room I-118P
 Queensborough Community College, Bayside, NY 11364-1497

* 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 Check # _____

Charge: VISA MasterCard AMEX Discover Card # _____ Exp. Date: _____

Please include extra numbers found on back of card

QUEENSBOROUGH **CUNY**
COMMUNITY COLLEGE

OFFICE OF CONTINUING EDUCATION

222-05 56th Avenue
Bayside, New York 11364-1497

