

GamingPro™

PRODUCT FOCUS

- K-12 School Education
 Higher Education
 Vocational Education & Training
 Corporate Learning & Development

MARKET FOCUS

- B2E
 B2B
 B2C
 B2G

GamingPro™ is a unique program that introduces high school students to the cutting-edge game creation technology and skills necessary for a career in this challenging, fun and rewarding industry. Globally, we play 3 billion hours of video games each week. Researchers believe that the global video game market will grow from \$67 billion in 2012 to \$82 billion over the next five years.

Benefits of GamingPro™ Program

- Help students prepare for careers like Aerospace Engineering, Graphic Designing, Media-Related Career, Web Developer, Software Engineering, Architecture, Writing/Editing, Automotive Engineering.
- Gain creativity and technical skills like game programming, game design, writing and 3D modeling
- Develop 21st Century skills – Research, Time Management, Writing & Presentation, Creative Thinking & Innovation, Teamwork & Multitasking
- Gain experiential learning through learning-by-doing approach

Lab Requirements:

Standard computer lab with Macintosh/Windows PC computer along with Intel processor and software like Game Maker 8.0, 3DS Max 2010 (or later), Panda3D 1.7.x and Game Salad

Teacher Training Methodology:

- Orientation via webinar for 2hrs per course
- Face to face onsite training for 2 days per course

Program Highlights

Target Age Group	13-16 years
Level	Class VIII - XII
Program Duration	17 weeks per course, upto 35 lessons per course 50 min per lesson
Courses	Range of 3 core courses available and 5 skill courses

Features

- Content developed by the faculty at The Entertainment Technology Center (ETC) in Carnegie Mellon University
- For certification students must complete - Foundation, Skills (any one course) and Studio (both courses).
- Learning Management System (LMS) access to faculty and students

