



BRANDON HIGH SCHOOL'S Academy of Game Design & Development



The Academy of Game Design and Development immerses students in a comprehensive, multi-year pathway that builds the technical, artistic, and creative skills needed to thrive in the interactive media industry. Beginning with Game and Simulation Foundations, students explore core principles of gameplay mechanics, programming logic, and digital world-building.

As they advance into Game and Simulation Design, they apply these concepts to create functional prototypes and collaborative projects that mirror real studio workflows. The academy deepens artistic expertise through Game and Simulation Graphic Artist, where learners develop professional-grade digital art, character designs, and visual assets, followed by Game and Simulation 3D Animator, which equips students to model, rig, and animate dynamic environments and characters. Throughout the program, students earn industry-recognized certifications in Adobe Creative Cloud and Toon Boom, validating their technical proficiency and preparing them for college programs, internships, and careers in game development, animation, and digital media.

Course Progression

9th Grade

Game & Simulation Foundations

Provides an introduction to game and simulation concepts and careers, the impact game and simulation has on society and industry, and basic game/simulation design concepts such as rule design, play mechanics, and media integration. This course compares and contrasts games and simulations, key development methodologies and tools, careers, and industry-related information.

10th Grade

Game & Simulation Design

Covers fundamental principles of designing a game or a simulation application, rules and strategies of play, conditional branching, design and development constraints, use of sound and animation, design tools, and implementation issues. The content includes market research, product design documentation, storyboarding, proposal development, and presentation of a project report.

11th Grade

Game & Simulation Graphic Artist

This course is focused on students acquiring skills to create, refine, and integrate realistic 2D graphics into a game or simulation product.

Students will essentially learn how to use a graphic software package, file maintenance strategies, and migration techniques and issues.

12th Grade

Game & Simulation 3D Animator

This course is focused on students acquiring skills to create, refine, and integrate realistic 3D graphics into a game or simulation product.

Students will essentially learn how to use a 3D animation software package, file maintenance conventions, and migration techniques and issues.