



KIA ORA, HAERE MAI, WELCOME

'Get into Gaming' is a week of online events that connect and inspire ākonga (learners) from every background to discover their futures in one of Aotearoa's fastest growing creative industries - Video Gaming.

Attending the events and using the worksheets and challenges will provide ākonga with a good understanding that should build on current knowledge and connections with people in the Gaming Industry.

The Gaming Industry is a growth industry. It covers a wide range of areas and jobs which require many different skills. These skills are covered in many different curriculum areas such as -

Art, English, Maths, Design and Technology, Science, Engineering, and Music.

Resources:

We have provided a number of resources to help Teachers. These resources will support you to answer some commonly asked questions about how the Gaming Industry can provide ākonga with stable employment, possible job progression, and what transferable skills they might develop through playing and using Video Games for learning.

The Worksheet and Challenge resources are designed to support you to help ākonga leading up to the events, during the week of events, and after the events

Teachers can connect the worksheets and challenges with NZ Curriculum Year 7 to Year 9 Technologies learning area- Designing and developing digital outcomes.

The Worksheet and Challenge resources are designed to support teachers to help ākonga leading up to the events, during the week of events, and after the events.

These activities along with the online events will help build ākonga's skills so they can be innovative creators of digital solutions, moving beyond solely being users and consumers of digital technologies

Here are links to information on the website

- [Get into Gaming YouTube Channel](#)
- [Event Schedule](#)
- [Event Registration](#)

Some initial questions and answers

1. How do games help in the classroom or at home with learning?

Video Games are played by 92% of households in NZ. Which means that every child from every background play games. [DNZ20 report*](#)

Games (Video/Board/Card-Games or Movement) are fantastic tools to use in learning because their interactivity is so engaging, and every game is designed to teach new players new skills.

2. How can video game development skills help ākonga and learning?

The skills employed in video game development cover many core curriculum subjects –

Art, English, Maths, Design and Technology, Science and Engineering, Music.

Learning how to make video games can reinforce education of **STEAM** subjects.

3. How can young people start learning games development?

Join us online at the 'Get into Gaming!' online careers week to learn more and connect with Industry experts.

4. Where can I read more about the Gaming Industry in Aotearoa?

Here are some reports that provide information and research about Digital Skills, Technology and Games for Learning

[NZCER report 'Games, Gamification, and game design for learning- innovative practice and possibilities in NZ schools](#)

[Digital NZ 2020 report examines the Power of Games](#)

[NZ Game Developers Association Industry Survey 2020](#)

[Digital Skills Aotearoa- Digital Skills for our Digital Future 2021](#)



Let's get started -

Discover

A great starting point is finding out what they already know about the Gaming Industry? The following are some exploration areas that you can work on with ākonga.

1. What are video games? What do ākonga know about how games are developed? What else do ākonga know about how games are made?

For your information a video game is a piece of entertainment software that people play on mobile phones, dedicated video game consoles, computers, and TVs. Different types or genres of games cater to different tastes but can range from the simplest solitaire programme to realistic simulations of virtual worlds.

Classroom activity - Ask your ākonga to complete Worksheet 1 - Discover

This classroom activity explores what your ākonga know about the video gaming industry as well as start to explore what types of jobs they think exist in the industry.

Answers: 2.7 billion, (2) 48%, (3) 25, (4) League of Legends, (5) 34, (6) 19%, (7) The Gameboy, (8) Armadillo

Facts are sourced from:

<https://techjury.net/blog/video-games-industry-statistics/#gref>
<https://facts.net/lifestyle/entertainment/video-game-facts/>

2. How are video games made?

Video games are made by teams of people from all backgrounds with different roles like these:

- A games designer to create the gameplay (what players do in the game).
- A games artist/ animator to create the look and feel that players see the game.
- A games programmer to create the code that makes the game play.
- A games producer to organise the team and help deliver the game to players.

Games development teams range from tiny (2-3 people combining several roles) to huge (50 or more).

3. Why are Video Games so hard to make?

[How are video games made?](#) (6min 36sec)

Please use the explainer videos at the end of each discussion and learning time.



Explore

Now everyone knows a little bit about the Gaming Industry, lets dig a bit deeper and explore the roles and skills available in the Gaming Industry.

Here are some questions you can ask your ākonga

What skills do you think people need to work in the Gaming Industry?

All roles use the following skills:

- Creativity – creating fun new things for players to enjoy.
- Technology – using computer software to develop games.
- Teamwork – working with the team to find solutions to challenges.
- Analysis – assessing how to build and improve complex systems.

Can anyone be a Games Developer?

Definitely! People from every background are making games today.

NZ's fastest growing creative industry is committed to welcoming more Māori, Pasifika, Women, and more people with disabilities into an exciting, challenging and rewarding career in the Gaming Industry.

Classroom activity - Ask your ākonga to complete Worksheet 2 - Explore

This classroom activity explores the jobs that exist in the Gaming Industry as well as start to ask ākonga what might interest them.

Ask them to watch 2 video clips on what it's like to work in the gaming industry to help them explore:

[Maru Nihoniho CEO Metia Interactive](#) Te ao Maori in gaming

[Vincent and Madison Animator Artists](#)

Explore the following 5 pages to help you understand what the roles are, what these roles do and where do they start in their careers in the Gaming Industry.

Use any additional video references available in this document to drill into specific roles in more detail.





Games Designer:

What's a Games Designer?

Games designers are people who make decisions about how a game will look, feel and play. They craft what players do and achieve and how they are rewarded inside the game, scaffolding challenges, story, and feedback to move players through the game. Ultimately, they define the 'fun' of the game.

What do they do?

They define all the interactions users have with the game, including gameplay, levels and user interfaces using games engines like Unity and Unreal Engine.

Designers work closely with artists and programmers, but also can work with writers or in smaller studios, write the game's story themselves.

How do they start their careers?

Games designers can start in a different area of a studio, like testing, art, tech support, QA, or programming, before moving to become junior designers, or start as junior designers in their own right. Junior games designers often work as level designers, working on a piece of a game's design, defining the flow of how users journey through a single level of a game, or as user interface designers, designing the controls players use to play the game.

What skills and experience help them get started?

Senior designers will take more responsibility for the core gameplay of a game, establishing the rules of the game, how players progress and how to structure the challenges, rewards, and feedback mechanisms of the game as a whole. In larger games, they will also oversee the metagame or the scaffolded challenges players overcome through the game. The most senior manage teams of designers.

[How to Become a Games Designer](#)

(Video is 15mins)



Games Artist / Character Designers / World Building:

What is an artist or animator?

Artists and animators create the visual elements of a game, including characters, vehicles, objects, and backgrounds; their textures; the animations that bring them to life; and interfaces that players use to play the game.

What do they do?

They use software to create artwork ranging from generating sketches called concept art, to creating 2D or 3D artwork, to building models which animators then bring to life with movement.

How do they start their careers?

Some game artists and animators come from fine arts backgrounds, while others have no formal training. At the start of their art and animation careers in games companies, people often work on 3D models, textures, backgrounds, and objects.

What about later in their careers?

More senior artists and animators move on to creating the more important elements of a game's look and feel, such as the game's lead characters. Many start to specialise in specific types of art and animation, while the most senior roles manage teams of artists and animators.

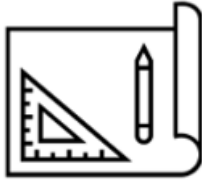
What skills or experience help them start their career?

Any fine arts experience or study will help but every future game artist and animator creates an art portfolio showing examples of their work. These could be hand drawn or created using arts software tools like Maya or engines like Unity. After the portfolio, any experience in the kind of events hosted during Games Careers Week, such as making games with friends, online courses, game jams, further and higher education, internships and so on, will help

[How League Of Legends Champions Are Illustrated | Modern Icons](#)

(Video is 15min 19sec)



**1****Pre-production****2****Production****3****Post-production**

Games Producer:

What is a Games Producer?

Game producers organise the team that builds the game. They plan the game's development schedule and communicate between development teams but also up to the people who pay for and market the game.

What do they do?

Producers tie the different elements of a game together, overseeing the delivery of work from the various teams, helping them hit deadlines and budgets. They prepare games for release by communicating with marketing and publishing teams, sometimes from other companies.

How do they start their careers?

Assistant or Associate Producers help more senior producers with day to day project management. They are often responsible for filing elements of the game like artwork and demos for marketing, helping the developers perform and helping with budgets and expenditure.

What do they do later in their careers?

Senior producers are usually responsible for an entire game's delivery including the game itself, but also how much is spent to develop it. They often find the money to develop the game in the first place, oversee testing the game at various stages, and manage the budgets and often contracts for the game. They also have the difficult task of giving developers feedback from testers, marketers and press

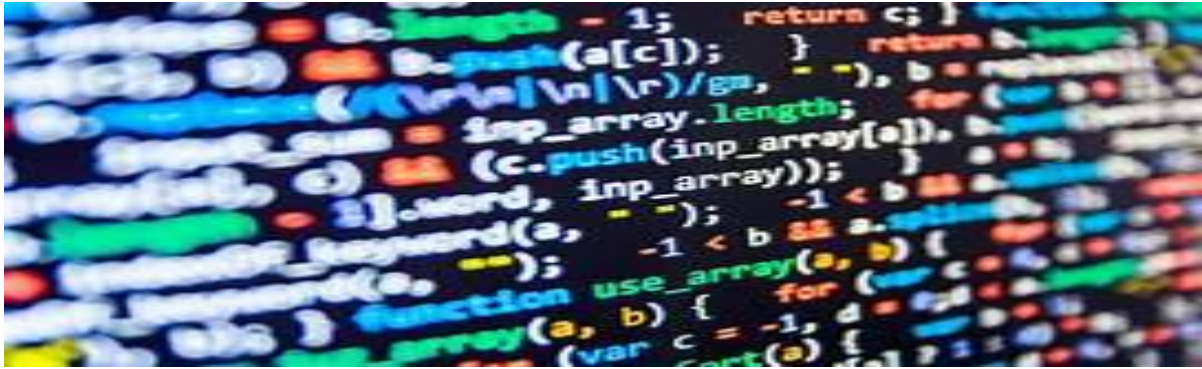
What skills and experience help them start their careers?

Producers can come from any background but usually they're people who have organised other people to deliver complex projects. They usually don't have portfolios to start with, but they tend to be able to show their communications skills, their people management skills and often their marketing and financial skills too.

[How to Become a Video Game Producer - Career in Game Development](#)

(Video is 3min 51sec)





Games Programmer:

What's a Games Programmer (Software Engineer, Programmers or Computer Scientist)?

They write the code of the game, which underpins every part of the game including its gameplay and controls, art and animation.

What do they do?

They write new code, but also adapt existing code to new purposes, finding and fixing bugs and trying to create the most efficient code to deliver the game.

How do they start their career?

Junior programmers can find themselves working on any part of a game, perhaps improving someone else's code, working on old code called code libraries, or working with testers to find and fix bugs (broken bits of code)..

What about later in their career?

More senior programmers usually start to specialise in specific areas of a game's code such as physics, graphics, network, tools or engine programming, or Artificial Intelligence. The most senior programmers manage teams of other programmers.

What skills and experience help them start their careers?

Programmers always have strong maths and often a good understanding of physics. Before starting careers, they usually have written a lot of their own code, have learnt various programming languages and may have spent time copying other games analysing how many games work. They usually have developed elements of their own games, someone else's games (known as mods) or joined game jams, the products of which they build into a portfolio.

[How to Become a Video Game programmer - Career in Games Development](#)

(Video is 6min 17sec)





Esports:

What careers are available in Esports?

Esports has behind-the-scenes roles such as Casters (Esports commentators) Broadcast producer, Photographer, Event Manager and Finance Officers; Team management roles like Coaches, Managers, and Agents; Media roles such as Journalists, Hosts and Social Media Managers; and of course, the Players themselves.

What do they do?

Behind the scenes roles are responsible for organising, financing, and delivering esports tournaments. Team management roles are responsible for ensuring the players perform in the tournaments. The media roles are responsible for covering and promoting the tournaments. The players must play and deliver performances during the tournaments.

How do they start their careers?

Behind the scenes roles typically start their careers in other traditional sectors where they develop skills that are transferable to esports.

- Team management might come from other sports, education, or relevant fields of practice.
- Media roles are usually people with media/social media backgrounds while the players contain a deep understanding for a specific esports game and have regular training sessions to improve.

What skills and experience help them start their careers?

Behind the scenes roles often have skills in negotiation, communication and people management that are key for working in a team environment. Media roles require good writing, editing and graphic design skills accompanied by an understanding of the gaming community and what they are interested in, including videos, memes, news updates and more. Professional players often develop their skills in amateur or grassroots tournaments – or reach the higher rankings within a particular game – before catching the attention of bigger teams.

[Bugha - Stories from the Battle Bus](#)

(Video is 27min 19sec Fortnite World Cup doco)



Connect

This is the fun part where you and your ākonga get to participate in the webinars and hear from the experts about their pathways and jobs.

Check the [event schedule](#) if you haven't done so already and [register](#) yourself and your ākonga for any event.

Classroom activity - Ask your ākonga to complete Worksheet 3 – Connect before the event

This classroom activity will help to identify the questions you and your ākonga have for the experts before the event.

Email the 3 questions to – employer.engagement@education.govt.nz by June 11th.

In the subject field use ***Get into Gaming- Monday*** (Or relevant to the day of the event you are asking the question- Tuesday, Wednesday etc)



Game Over – Reflection time

Now the event is over we have also developed 5 exciting challenges for your ākonga to complete.

These are on the [resources page](#) of the website.

They can choose from one of five challenges. These are:

- **Design an Esports Team Logo**
- **Design Player Avatar Skin**
- **World Build**
- **Design a Gaming Character**
- **Design your Future in the Gaming Industry**

Classroom activity - Ask your ākonga to complete Worksheet 4 – Reflect after the event

This classroom activity will help to solidify what the ākonga have learnt from the events.

Ask your ākonga as a whole class or break into smaller groups and discuss the worksheet questions.

- What was exciting about the people they met or stories/information that was shared?
- Do they have a better understanding of the Gaming Industry?
- What did they like?
- What do they wish happens next?

The evaluation of these events is important for future events and insights to supporting young people and their futures.

A short survey will be shared with you for your ākonga to complete after the events.

Ngā Mihi nui

