

Computer Game Designer

Hailey K. River Ridge School District

My dream career is a computer game designer. Some things that I would have to do in my dream career is having to come up with ideas for games and develop everything from game narratives to game characters. I would use computer programs to create digital representatives of the characters. Then, I would have to create storyboards that outline the main plot and dialogue of the game and animate scenes and character actions. I would also design and create the worlds that players navigate through. I might also have to describe the characters' actions into language that clearly communicates my idea to the programmer and enables him or her to write the code that brings the character into existence.

This involves taking all the different programs they made for the game and assembling them in a way that creates the game players will play. Larger projects are not typically done by one person, so that is good because I'm good at working together in a group. I may work with a team of designers who include multimedia artists, animators, and application software developers. I might brainstorm and implement ideas for games and then create an online outline or blueprint. Working from the outline, a team of game designers will work to fill in the details. I might be responsible for creating and developing characters; writing the dialog between characters; designing the background and layout of the game level; drawing maps or diagrams of different levels; and testing other designers' work product.

I like games and creating different kinds of anime characters when I draw. I thought to put both my favorite things to do together to make this perfect dream career for me. Ever since I was little, I always dreamed of becoming a computer game designer when I grew up. I feel a connection to computer games and drawing anime characters. Making people happy with computer games is something I love. The salary I would get starts at \$63,970 and goes up to \$98,260 a year.

Computer game design programs focus on the creative design aspects. They also focus on electronic games and could include digital media and design courses and fewer computer programming courses. These programs address the technical aspects of game design, requiring more coursework in programming, software engineering, and computer graphics. Here are a few colleges I could go to, Full Sail University, The Art Institutes, and Southern New Hampshire University.

I really would love to be a computer game designer. Everything I like goes to computer game designer such as drawing, playing computer games, and math. You need math for coding the characters. You need drawing to draw the awesome background and characters. You need to like computer games because you need to know the good and bad aspects to most video games and how to make yours better than all those computer games you played. I think being a game designer is right for me when I grow up.

<http://www.rrsd.k12.wi.us/>

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