Pinecrest Academy Tavares
Team: The Tech Trio
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 Vex IQ Online Challenge Career Readiness
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# Career Readiness

   The STEM pathway is an amazing way to get ready for your future, and a career in that field that really interests is video game developing.Video Game Developing is an amazing way to put the skills we learn to good use,we are helping build more gaming consoles that can make better entertainment for the world.  Vex IQ is giving us the chance we need to prepare so we can one day get into Video Game  Developing. As this field is growing faster and faster, we'll be lucky to have been part of this program, as it's setting us on our path to our future.

   Game designers are the creative minds behind every good game. They thrive on new ideas and are always thinking about how users will interact and enjoy the characters, environments and experiences they have created. A great game developer possesses a combination of technical knowledge, artistic skill and most importantly, the ability to communicate and understand

people.  Being a videogame designer doesn't come easy though first you have to think of a good game that people will enjoy. Then you need to make the actual game. And you can hire your game designer, or you can create your own characters to move around and control, But it is not that simple. You must also make sure that you find and eliminate any bugs that come up to ruin your game. Once you are done you can get somebody to test it to see if it is entertaining and worthy of being published. Then if so, you can publish your game (of course you'll have to find somebody who will first) So it's very complicated but it is fun for others, and you get money off it!



Some ways a Video Game Developer can help us get ready for competitive robotics is by learning how to code, finding bugs, and learning about new pieces of technology to make better technology for entertainment.Another reason is,This will get us ready by coding a mob to be an enemy and coded to attack the player or other bot.We can code it so that the player can attack so we can get a competitive for the enemy and player. To code these mobs is not easy though, and we most likely won't get it the first time because even if you are a pro at coding you will ALWAYS experience at least one bug. Being a Video Game Developer is not easy, it will take



(1)Video Game Developing has already shown it can be a fantastic career, as it has helped bring up one of the Game Developers Mike Mamula. He is a Video Game Designer for the game MX vs. ATV. He also used to compete on bikes.He inspired  us because our PLTW teacher (Mr. Newton) knows him and some of us love to play dirt bike games. In 2003 when he competed, he went over the handlebars landing on his head. His life changed a lot from being the one who competed on the bikes then going through a life tragedy that made him become the developer of MX vs. ATV in 2013.

(2)Another person that we have heard of in this field is Shigeru     Miyamoto. He is a game designer, producer, and director. He has helped make some very popular games such as The Legend Of Zelda and Super Mario Bros. He has also helped develop the Pikmin series, Which is based off of his garden, and Wii Fit, which is based off of the weight scale in his bathroom. These then inspired the Super Smash Bros. game series, a game series where you can

choose from many Nintendo characters and fight each other.



(3,4)Our Career in the next 10 years will most likely become popular and get more money for more games we create. We ll also get better at all the things we have to do in video games. John McCarthy created AI (artificial intelligence) which us game developers are using to help us create our game's and make it easier for us. Also I believe that VR games (virtual reality games) made by Ivan Sutherland and his student Bob Sproull, Will become the most popular types of games for many people already love VR (like us) because many people can feel like they are actually in the game and the game looks and makes you feel more like you are actually there. From the Atari 2600 to the Nintendo Switch Pro, game consoles have evolved over the years.

Science: Computer Science is the study of computers and computational systems. We will use this computer science to code. We will then use this coding to make our game. Technology: Is used for Knowledge for programming. Math: uses art and art is for the 3d graphics. Engineering: Is for the coding of the video game. In conclusion we choose

## Bibliography

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Auto biograpgys:

The people on The Tech Trio are Erica Payne, Ava Monfils, Ellie Murphy.We go to Pinecrest Academy Tavares.We are in robotics because we love technology and we as soon to be video game developers want to change gaming consoles so that it is faster and more entertaining for people.We are all in 6th grade and worked together to write this essay!