



**Title:** video game designer and robotics

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**Team Number:** 17074K

**Location:** Barranquilla/Atlantico/Colombia

We are the 17074K team and we are super excited about making videogames. Imagine it's like building a world where you can be whoever you want, super exciting! Video games are not just games, they are like big engineering projects, but much more fun.

At my robotics school "IQ Foundation" I heard about STEAM, which stands for Science, Technology, Engineering, Arts and Mathematics. Everything that is mixed together can be used to make video games. It's like having a team of superheroes in your head.



Creating video games is like putting together a giant puzzle, like the Vex contest, and the process for building a robot is much the same. First you think of a story, then you solve problems like a detective, and then you use computers like magic wands. Boom! The game comes to life.

But it's not just playing. It's like being an artist, inventor and mathematician all rolled into one. You have to make it look cool, make it work well and make it super fun. And that, at times, is a huge challenge, but also the most exciting thing in the world.

The best thing to do is to share your game. It's like showing a piece of your imagination to others. And if I study hard and put my heart and soul into it, I'll be able to make video games that everyone will love.

That would be the most amazing thing in the universe!



Creating a video game is a lot of fun, but it requires preparation, not everything is a game, you must have knowledge in several areas such as programming, design, drawing, have creative and technical skills, creativity plays a key role and not lose the soul of childhood, being that video game designers should be interesting for children of our age and young people, also to public as our parents, since we have seen that several adults really like to play video games.

We have chosen this profession because we feel very similar to it, two of our team want to be video game designers when they grow up and three want to be engineers, but as it was not the same engineering, the profession more in common with the 5 members of the team is video game design, in Colombia the Sabana University has a professional program called: Design and development of video games, in this career is very much software engineering or fields related to it.

Create a game like Super Mario Bross, fifa (soccer games), minecraft is the dream of every game designer, but to get to design a game like this, you must first make a study of the things that young people like or the public to which the game is directed, have several ideas about it, make a list of the advantages of each and describe their disadvantages, whether time, resources, etc .... Then design a program or test mode, where several people are allowed to play it and see where programming errors are.

All these steps are like our robot building design process, we have that in our design process consists of the following parts:

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Each subsystem that we make consists of the same ordered steps, a video game designer must be orderly, to build step by step his video game and that it does not have errors that may bore the public that will play it.

**In the foundation we have learned block programming, but we want to move forward and next month we are going to start with C++ with Gustavo, he is our hero, well for two of us he is, since he is currently studying video game programming, which is the career we want to study when we grow up.**

There are many advantages in our choice, being that today it is one of the most demanded careers, we researched it on the internet and found that they pay very well to the people who are dedicated to it.

The bibliographic resources of this essay are:

<https://www.techtitute.com/co/disenio>

<https://www.unisabana.edu.co/programas/unidades-academicas/facultad-de-comunicacion/minors/disenio-y-desarrollo-de-videojuegos/>