

Creative Technology: Graphic Design & Video Game Making

Yearlong Course | Faith-Integrated

Course Vision

Creative Technology is a yearlong course that explores how design and interactivity shape the way we learn, play, communicate, and create in today's digital world. Students will develop creative skills in visual communication and game design while growing in integrity, excellence, and purpose.

This course affirms that creativity is a gift from God and that digital tools can be used to serve others, communicate truth, and inspire meaningful experiences.

Course Description

Fall Semester – Foundations of Graphic Design & Visual Communication

Students explore the principles of graphic design and visual storytelling using web-based tools such as Photopea, Pixlr, and Fotor.

- Branding
- Typography
- Advertising
- Packaging Design
- Social Media Campaigns
- Digital Interfaces

Spring Semester – Video Game Design

Students explore how interactive experiences are designed and developed without requiring programming.

- Core Game Mechanics
- Gameplay Balance
- User Interface Design
- Storytelling in Games
- Mobile Gaming
- Motion Capture
- Free-to-Play Models

Course Objectives

- Understand and apply design principles across print, digital, and interactive media
- Create effective visual messages with purpose
- Develop foundational skills in game design and player experience

- Build a professional creative portfolio
- Analyze how media influences culture
- Practice ethical decision-making in digital creativity

Skills Developed

- Visual communication
- Creative problem-solving
- Design thinking
- Storytelling
- Audience awareness
- Portfolio development
- Media literacy
- Ethical design judgment

Major Projects

Fall Projects

- Brand Identity Package
- Typography Poster
- Social Media Campaign
- Digital Advertisement
- Portfolio Compilation

Spring Projects

- Game Concept Document
- Mechanics Design Plan
- UI Mockup
- Playable Paper Prototype
- Final Game Design Portfolio Presentation

Grading Overview

- Creative Projects – 40%
- Portfolio Development – 20%
- Weekly Skill Assignments – 20%
- Participation & Critique – 10%
- Final Presentation – 10%

Faith-Based Integration

This course recognizes that creativity reflects the image of our Creator (Genesis 1:27). Students are encouraged to use their creative gifts responsibly and with excellence.

Throughout the course, students will reflect on integrity in visual messaging, honesty in advertising, ethical storytelling in games, and stewardship of influence in digital spaces.

Students will be challenged to pursue excellence (Colossians 3:23), promote truth rather than manipulation, and design experiences that uplift and encourage positive community.

Technology Requirements

- Reliable internet access
- Access to web-based design tools provided in class
- Ability to organize and save digital files

Why This Course Matters

Design and interactive media shape culture. Students who understand creative communication and game design gain powerful tools to influence the world thoughtfully and responsibly.

This course prepares students for future study in graphic design, web development, animation, game design, digital media, and interactive design.