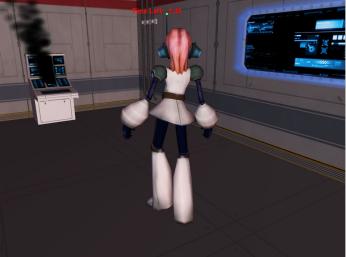# APPLIED IDEAS IGNITION® GAME DESIGN ACADEMY V2
Game Design Solution for Education

Description
The **Ignition Game Design Academy** is a comprehensive standards-based curriculum that teaches the student real-world game engine principles and what it takes to create a game level.

It demonstrates the processes involved in exporting game art from 3ds Max® or Maya® to a game engine environment in a quick and easy way, but also teaches the concepts and connections between game art and a game engine. The curriculum shows students how to write scripts that enable rich gaming features such as lighting, particle systems, sound, game play, user interaction, and character behaviors.

Ignition Game Engine Features
- Flexible Camera Configurations
- Skin/Bones Animation Support
- Full-Featured Particle System
- Region-Dependent Lighting
- Spatialized 3D Sound
- Normal Mapping
- NPC Patrolling and Behaviors
- Separate User-Interface Design Application

New in Version 2
- Students can Export Projects to Stand-Alone Executables
- New Section on 3D Visualization
- Vertex Animation Export
- Support for Compressed OGG Audio Files
- New Platform and Character Jumping System
- More UI Design Features

Academic Standards
Applied IDEAS has mapped this curriculum to the National Council of Teachers of Mathematics (NCTM) standards, the national Council for Teachers of English (NCTE) language art standards, the National Council for Science Education Standards Assessment (NCSESA), and the International Technical Educators Association (ITEA), for technology standards.

Included Teacher Resources
- Syllabus
- Student Exercises and Quiz Questions
- Evaluation Rubrics
- Glossary
- Quick-Start Guides
- Applied IDEAS offers separate teacher training seminars (Professional Development) for an additional cost.

Purchasing Options
The **Ignition Game Design Academy** can be purchased as a stand-alone program (5 seat minimum) or as a lab pack. Each perpetual license comes with the Ignition **Game Engine** and **Curriculum**. For pricing or additional information, please contact your Educational Reseller directly.

Minimum System Requirements
- Intel or AMD based Processor at 1.2 GHz
- 512 MB RAM
- Microsoft® Windows Windows XP, Service Pack 2, or higher
- Graphics card supporting 1024 x 768 resolution, 24 bit color, 128 MB RAM. OpenGL
- 3dx Max® 2010 or higher, Maya® 2010 or higher