



Gaming Development Fundamentals

Course ID#: 1425-374-ZZ-W

21 Hrs

Course Content

Course Description:

This three-day MTA Training course helps you prepare for Microsoft Technology Associate Exam 98-374, and build an understanding of these topics: Game Design, Hardware, Graphics, and Animation. This course leverages the same content as found in the Microsoft Official Academic Course (MOAC) for this exam.

Audience:

The Microsoft Technology Associate (MTA) is Microsoft's newest suite of technology certification exams that validate fundamental knowledge needed to begin building a career using Microsoft technologies. This program provides an appropriate entry point to a future career in technology and assumes some hands-on experience or training but does not assume on-the-job experience.

Topics:

Module 1: Ideating and Conceptualizing a Game

Module 2: Identifying and Managing Game Requirements

Module 3: Creating the Game Output Design

Module 4: Designing Specific Game Components

Module 5: Developing the Game User Interface (UI)

Module 6: Developing the Game Functionality