

# LONGVIEW ISD BOARD OF TRUSTEES

## BOARD DOCUMENT

**DEPARTMENT:**

Curriculum & Instruction

For: Board of Trustees

Date: August 26, 2020

Action: Adoption of the gaming curriculum designed by Gearbox Software.

**SUBJECT:**

Approval to adopt the GBX Creative Computing Curriculum.

**RATIONALE:**

“By 2022, experts forecast the gaming industry will produce \$196 billion in revenue. It's no wonder then that tech giants like Apple and Google are trying to cash in by launching gaming streaming services. But it's not just giant companies looking to make money off of gaming. As the global culture around video games continues to change, it has given rise to a new way for people to make money. Gamers broadcasting from their basements draw huge audiences that make us question what it means to be a professional. Tyler "Ninja" Blevins has redefined pro gaming, earning as much as \$500,000 a month during the height of his popularity.”

Webb, Kevin. “The \$120 billion gaming industry is going through more change than it ever has before, and everyone is trying to cash in.” *Business Insider*, 1 October 2019, <https://www.businessinsider.com/video-game-industry-120-billion-future-innovation-2019-9>

The *GBX Creative Computing Curriculum*, designed by Gearbox Software, incorporates International Baccalaureate (IB), Science Technology Engineering & Math (STEAM), and Project Based Learning (PBL). Some examples are below:

Real world (IB) - video games are an essential form of entertainment. There are more than 2 billion gamers around the world including phones, computer, and console gaming.

Continuum education (IB) - Gaming is constantly evolving which is shaping the future of jobs. There will be a need for game designers, artists, psychologists, developers, music production, and more.

PBL - game development will allow students an opportunity to use critical thinking skills, various forms of communication, problem solving, and collaboration in order to produce a final product.

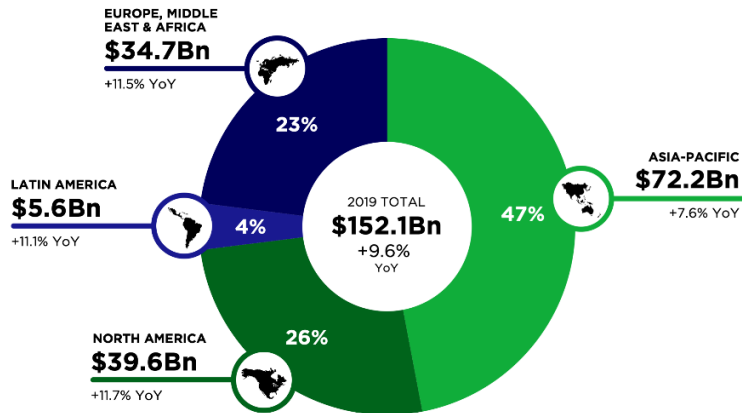
STEAM- Gaming is directly linked science, technology, engineering, art, and math.

## Global Impact (IB)-



### 2019 GLOBAL GAMES MARKET

PER REGION WITH YEAR-ON-YEAR GROWTH RATES



## 48%

of all consumer spending on games in 2019 will come from the U.S. and China



CHINA TOTAL  
**\$36.5Bn**



US TOTAL  
**\$36.9Bn**

Source: ©Newzoo | 2019 Global Games Market Report  
newzoo.com/globalgamesreport

Partnership Opportunities- Gearbox Software, Microsoft, Epic Gaming, Tom Joyner Foundation and Urban One Inc., Texas Southern University, and more.

### SUMMARY:

Gearbox Software will pilot their video game design and production program on Foster Middle School, Judson STEAM Academy, and Longview High School campuses.

- 6<sup>th</sup> Grade: Intro to Game Design
- 7<sup>th</sup> Grade: Game Design Technology (Part One) & Digital Art
- 8<sup>th</sup> Grade: Game Design Technology (Part Two)
- High School Courses: TBA

### RECOMMENDATION:

Approval to adopt the GBX Creative Computing Curriculum.

### CONTACT PERSON:

Horace Williams, Deputy Superintendent  
Shalona McCray- District STEAM & Community Engagement Coordinator