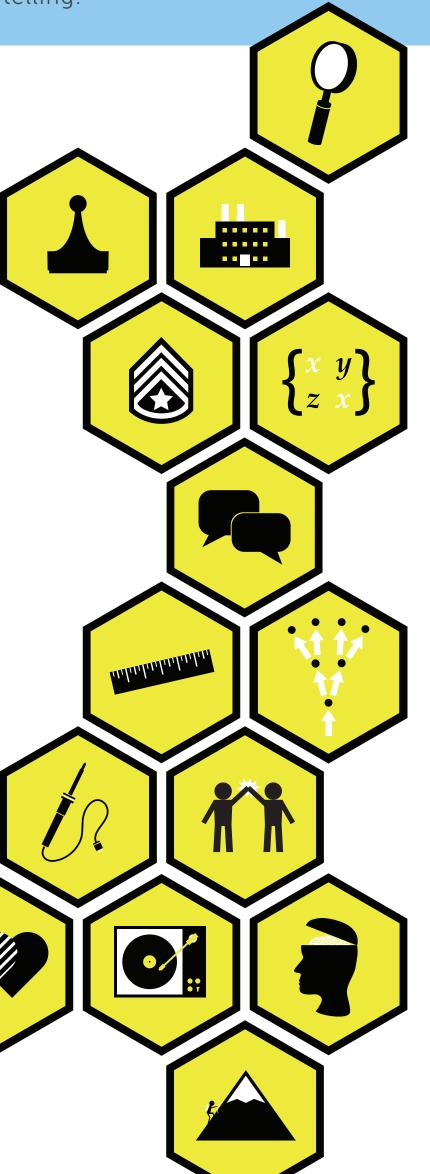# CODING & GAMING

focuses on developing technical skills in computer programming, application and game development, as well as creative competencies in game design, animation, and storytelling.

**remake learning**
COMPETENCIES

## KNOWLEDGE

**Identification**
The learner identifies general coding and gaming concepts such as strengths and weaknesses of different coding languages as well as the characteristics of different game genres.

**Interactive Design Principles**
The learner understands the core aspects of interactive design, including usability, art direction, game design, and development.

**Production**
The learner understands different ways to publish a completed product in order to maximize its reach among different audiences.

**Roles & Relationships**
The learner understands the different types of roles associated with developing and designing digital projects and products.

**Systems Thinking**
The learner understands the roles that individual components play when connected together and combines those components to produce a functioning system.

## SKILLS

**Communication**
The learner communicates clearly with peers, mentors, and others about concepts, goals, decisions, and processes.

**Evaluation**
The learner analyzes and deconstructs existing digital products in order to learn new methods or find inspiration for personal work.

**Iteration**
The learner uses an iterative process, including user testing, to evaluate and revise a project in development.

**Prototyping**
The learner takes an initial concept through the design and prototyping process in order to build a completed product.

## DISPOSITIONS

**Collaboration**
The learner works amicably with others to overcome conflicts and differences of opinion to develop work products and solve problems. The learner recognizes individual strengths and weaknesses and different leadership styles.

**Empathy**
The learner demonstrates the ability to understand the feelings of others and knows that others may have different goals and objectives.

**Modding & Remixing**
The learner experiments by repurposing materials, modifying existing products, or combining components in novel and surprising ways.

**Open Mindedness**
The learner is open to constructive criticism, unexpected ideas, new ways of thinking, and growth. The learner is willing to re-evaluate personal ideas and opinions when faced with new information.

**Perseverance**
The learner works through challenges and does not give up when obstacles are encountered. The learner applies knowledge gained from failures to future endeavors.

Learn more about competencies and digital badges at **remakelearning.org/competencies.**

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