



Inspire the Next Generation of STEM Experts with 001 Game Creator

Engage your students in game design and explore basic principles of Science, Technology, Engineering and Math. No coding necessary, thanks to 001 Game Creator's Graphically Assisted Scripting. Great for beginners and advanced developers alike!

Getting students involved in STEM has never been easier than with the game design platform from 001 Game Creator. 001 Game Creator allows students to build their own games, while demonstrating key concepts in coding, programming, computer science, engineering and more.

001 Game Creator Features

- Easily integrate into STEM education programs
- Age appropriate content for students (no violent or obscene material)
- Graphically assisted scripting
- Affordable and easy to use
- Edit HUDs and Menus
- Sophisticated Map Editor
- Dynamic Audio
- Sprite customization
- Visible character paths
- Control and input setup
- Camera and perspective control
- Physics demonstrator
- Online resources
- In-engine debuggers and testing tools

Graphically Assisted Scripting provides an easy, hands on interface suitable for all skill levels. No coding required!

"[001 Game Creator] gives artists a complex tool, which is easy to use. Scripting has never been more fun and flowgraphs help keep projects organized."

- Matthias Deinert
Career Academy of Computer Game Programming

Classroom packages and student/teacher licensing are available. Contact Studica for more information.



www.studica.com/001-game-creator

Teaching STEM Concepts with Game Design

Studies show video games and digital animation platforms integrated into curriculum corresponds to a number of different STEM education standards.

Take a look at some of the academic standards fulfilled by game design in the classroom!*



Design Principles

- Develop an understanding of the attributes of design
- Comprehension of engineering design
- Realize the role of troubleshooting, research and development, invention and innovation, and experimentation in problem solving

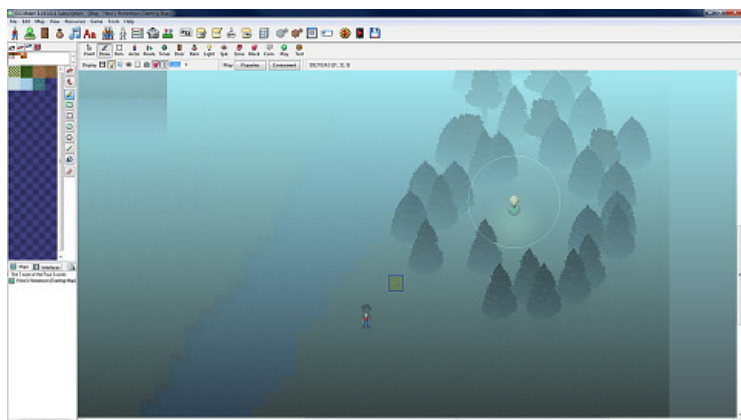
**Standards defined by the Technology Education Association*



Technology

- Develop an understanding of the characteristics and scope of technology
- Comprehension of the core concepts of technology
- Interpret the relationships among technologies and the connections between technology and other fields of study

**Standards defined by the Technology Education Association*



Science & Engineering

- Asking questions (for science) and defining problems (for engineering)
- Developing and using models
- Using mathematics, information technology, and computational thinking
- Constructing explanations (for science) and designing solutions (for engineering)

**Standards defined by the National Academy of Sciences*