



techJOYnT Academy Now Enrolling their Second Session of Spring Camps for Game Design

OKLAHOMA CITY, Dec. 12th, 2013 - techJOYnT Academy is now enrolling for their second session of Spring 8-Week After School Camps. On March 3rd, 2014 students can learn Game Design from their recently added instructor - Bryan Sekine.

Bryan is an Oklahoma City Community College alumni with a degree in Video Game Design and Certificate of Mastery in Animation. Bryan was a previous intern that taught a few game design classes in 2012. The classes were so successful that he ended up being hired full time. Since then, he has written class curriculums for Game Design, Animation, Digital Graphic Arts, Character Design, and Board and Card Games.

*“Everyone is really excited about STEM Education (Science, Technology, Engineering, and Math), but what about the Arts? By using 21st Century technology and practices, we can now incorporate the use of ingenuity and creativity through digital art. More specifically, we can use programs like Game Design to teach each aspect of STEAM (adding art into the acronym) while keeping them engaged in their education.”* says Bryan Sekine.

*“Game Design is a topic that contains all of the STEAM subjects and presents them in a fun, engaging way for students. Using graphic-friendly user interfaces, we have introduced the fundamentals of programming to children as young as 6 years-old. In the span of 8 weeks, students will not only make a game, but they will create their own physics engines, design their own characters, program automated tasks and scripts, setup external User Input devices and even create simple animations for their game. These are all programming skills that I learned in college, yet I teach these same techniques to children and they catch on much faster than I did. I’m not sure if that means that I am an effective instructor, or if the learning capabilities of our next generation is just that impressive, but either way its equally rewarding to see their reactions when they go through these courses.”*

In addition to teaching Game Design, Bryan will also be teaching Digital Graphic Arts this spring as well. Each class will be 2 hours long and meet once a week at techJOYnT’s location. The classes are intended for middle school and high school students and there are 20 seats available for each class. Class enrollment can be found here:

<http://techjoynt.com/programs/homeafter-school/>

## About TechJOYnT Academy

TechJOYnT delivers curriculum to reinforce traditional Science, Technology, Engineering and Mathematics (STEM) education through 21st century GEAR (Game Design, Electronics, App Development, and Robotics). The organization offers families, students, and mentors the opportunity to learn engineering and entrepreneurship concepts through hands-on robotics and game design projects. Programs are offered at local libraries, community centers, public and private schools, and at [TechJOYnT Academy's location](#).