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The fantasy world that started out in your imagination is slowly coming to life. That new level is looking great on your computer screen. And after playing for hours, you have finally fixed the glitch with the battling blue ogres. Its all in a days work for a video game designer! Get to Work with Science and Technology is a fascinating new series that introduces readers to the real-life applications of STEM subjects. In The Wonderful Worlds of a Video Game Designer, readers will discover how designers use their computer science skills and the latest technology to create the games people love to play. Told in a lively narrative style, this book includes firsthand accounts of how a video game is created, entertaining anecdotes, cool facts, and fantastic images of the step-by-step process of creating a game. Readers will also get the chance to try their hand at being a game designer with fun projects and activities.

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