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| OFFICE OF APPRENTICESHIPBULLETIN | **NO.**2024-23 |
| **DATE**January 16, 2024 |

**TO:** NATIONAL APPRENTICESHIP SYSTEM STAKEHOLDERS

 OFFICE OF APPRENTICESHIP STAFF

 STATE APPRENTICESHIP AGENCIES

**FROM:** JOHN V. LADD /s/

 Administrator, Office of Apprenticeship

**SUBJECT:** New Apprenticeable Occupation: Game Designer

1. **Purpose.** To inform the staff of OA, State Apprenticeship Agencies (SAA), Registered Apprenticeship program sponsors, and other Registered Apprenticeship partners of the following new apprenticeable occupation: Game Designer
2. **Action Requested.** OA staff should familiarize themselves with this bulletin and the attached Work Process Schedule and Related Instruction Outline, as a source for developing apprenticeship standards and/or providing technical assistance.

Game Designer will be added to the List of Occupations Recognized as Apprenticeable by OA located on www.apprenticeship.gov. A suggested Work Process Schedule and Related Instruction Outline are attached.

1. **Summary and Background.**
	1. Summary – The occupation Game Designer was submitted by Darold Davis, Principal & CEO, on behalf of Replicant AD, Inc., were processed by Kirk Jefferson and approved by the OA Administrator on October 4, 2023.
	2. Background –

***New/Revised Occupation Background -*** Under 29 CFR section 29.4, an occupation for a RAP must meet the following criteria to be determined apprenticeable:

1. Involve skills that are customarily learned in a practical way through a structured, systematic program of on-the job supervised learning:
2. Be clearly identified and commonly recognized throughout an industry;
3. Involve the progressive attainment of manual, mechanical, or technical skills and knowledge which, in accordance with the industry standard for the occupation, would require the completion of at least 2,000 hours of on-the-job learning to attain; and
4. Require related instruction to supplement the on-the job learning.
5. **New Apprenticeable Occupation.** The occupation Game Designer was submitted for an apprenticeability determination.

Game Designer

O\*NET-SOC CODE: 15-1255.01

RAPIDS Code: 3060

Type of Training: Time-based, Hybrid, Competency-based

Term Length: Time-based 2000, Hybrid 2,000 – 3,000, Competency-based 1 Year

Game Designer perform the following duties:

* + Design levels, missions, and features aligned with the creative and game directions;
* Collaborate with cross-functional teams to integrate game components and features;
* Develop in-engine prototypes and evaluate their performance;
* Create and maintain design documentation that will guide interdependent teams; and
* Test features and monitor post-launch to improve, add, or remove components.
1. **Inquiries.** If you have any questions, please, contact Kirk Jefferson, Apprenticeship & Training Representative at 202-693-3399.
2. **Attachments.**

