



Studio Labs

24-25 SY Program Brochure

Who are we?

This is for the inner-child that never lost their passion for tinkering and designing. Gx Studio Labs, is an extracurricular STEAM program with a mission to provide students the opportunity to learn about various advanced Art, Programming, and Engineering concepts EARLY in their educational career. We offer specialized programming in Game Design, Art & Design, and Engineering designed to unleashing students creativity and foster learning.

Meet Kevin



the founder of Gx Studio Labs, LLC. To start, he is a 3D Artist and Mixed Reality Developer by profession. In addition to his profession as a designer and programmer, he's also an avid educator, having worked in education in various forms since 2015. From humble beginning working after-school programs and summer camps across the city, to teaching at high schools in the South Bronx he's no stranger to the education world. In his words, the idea for his company started after a one-off conversation with his childhood friend. His friend mentioned that he'd have loved to try out Game Design, but there were no options for them to learn it growing up. Given the skills and knowledge he gained in his educational career, he decided to create a program that not only spoke to his professional interests, but also to the larger need of granting students exposure to various creative and technological pathways. All students should have the opportunity to learn what they want EARLY in their educational career, no matter what!

Notable School Partners



THE DALTON SCHOOL

Program Details



Personnel Logistics

School Liason

The best school partnerships start with a healthy working relationship. To ensure that all partners have a great relationship with this organization, each school site has a dedicated school liaison. The idea behind this is that the liaison will serve as a permanent on-site manager, giving you the client, multiple people to interact with in addition to the Gx administrative staff.

Double Vetting Instructors

For our instructional classes, we hire contracted instructors with knowledge on the subject matter. All instructors working for a partner school are not only interviewed by the Gx Studio staff, but we also set up opportunities for school partners to meet new instructors before being brought on.

Student/Instructor Ratio

Gx Studio Labs has an 8:1 student/instructor ratio policy. Any time a class exceeds 8, we will always add another instructor.

Instructor Certification

We invest in our instructors and take pride in not only the skills they bring to the table, but their continued learning as a whole. In addition to any degrees an instructor brings to the table, we also encourage and even sponsor continued development with additional certifications. As a rule all instructors are required to attend a Mandated Reporter training, or have a valid certificate, before being brought on to a school site. We also sponsor for our instructors additional training for instructors on request. Common training for our instructors include First Aid/CPR training, training on Behavioral Management, and more



Hardware and Storage

Computer Compatibility

Most of our technology classes is built to teach students the same industry standard software used by professional every day. As such, these classes will require specific hardware in order to run at a school. Windows or Mac computers are preferred for most technology classes. Chromebooks are often incompatible. Clients that want to run special technology classes with a chromebook will have to discuss such with Gx Labs admin.

Storage and Materials

For our classes, pre-package all materials into kits that are brought to the school. On-site storage is strongly recommended as it will enable smooth class transitions. If such storage accomodation can't be made, be sure to notify Gx Labs admin so we can make adjustments.

Continued Learning

Professional Certifications

For interested parties, we also offer certification training programs for any middle or high school students interested in receiving a certification in qualifying courses. These certifications are provided by the official certifying bodies such as Certiport, and require a multi-term commitment.

Course Suppliments

Certain qualifying courses allow students to continue their learning outside of the classroom with companion apps. These companion apps are only available to students that have taken Gx Lab courses, and require a download voucher link to access on the iOS and Google Play app stores.



Bleeding Edge Immersive Education

Our vision is to offer cutting edge education services in STEAM and Interactive Media to all. Our curriculum is based around teaching and applying many of the skills and techniques used by working with professional clients. We provide and train our own industry specialist to ensure the optimal learning potential

Softwares we teach!



Course Pathways

At Gx Studio Labs, LLC we offer group our content classes into three distinct pathways for students: STEM Engineering, Creative Design, Creative Coding. Courses in the Gx catalog have been either designed by or influenced by a professional in that field, so you can be sure students are receiving the most current and up-to-date information on the subject manner.

To view a list of course offered under each category, view in the information below.

[Science and Engineering Lab \(p.9\)](#)
[Art and Animation Lab \(p.10\)](#)
[Game Art and Design Lab \(p.12\)](#)
[Game Design and Programming Lab \(p.13\)](#)
[eSports Lab \(p.15\)](#)



After School Labs

Science and Engineering

Little Inventors

Grades: K-1

Material Fee: \$35 per student

Prerequisite: None

This isn't your typical STEM class! Using engaging and hands-on projects, students will learn about the history and functionality of various inventions that we use today in the modern world. In placing a focus on the history of many modern inventions and scientific discoveries, students gain valuable insight into how everyday objects came to be. Concepts that students learn include electrical engineering, physical engineering, physics, and much more.

Little Explorers

Grades: 1-2

Material Fee: \$35 per student

Prerequisite: Little Inventors

Dive deep to explore the history of the world. This course serves as a continuation of Little Inventors course where students will continue using hands-on projects to uncover the secrets of the world. Just with the previous course, students will learn about the history and functionality of various inventions that we use today in the modern world. Students enrolling in this course can expect the topics to be more advance, more engaging, and more fun.

Green Footprints

Grades: K-1

Material Fee: \$35 per student

Let's explore the science of the world and learn how to make our carbon footprint a little greener. Green Footprints is a space for kids to create, discover, get messy, and have so much eco-art fun. Students will learn to interweave their curiosity in nature, stewardship, and art through hands-on exploration of the history of environmental processes and ecology. We are excited to share how nature is quite the "wonder" to us with our young learners.



Art & Design

World of Flipmation

Grades: 2-3

Material Fee: \$35 per student

Prerequisite: None

Movies such as Tarzan and Frozen showcase the power of the world of film and animation. In the days of the great Walt Disney, the world of art and animation was once considered a world of magic. Now the secret of how “the magic is made” is out. You can now learn the same techniques that 2D animators use to make all of their amazing animation projects. With the power of pencil and paper, you will learn the fundamentals of traditional 2D design and animation like the pros!

Flipmation Studio

Grades: 4-5

Material Fee: \$35 per student

Prerequisite: World of Flipmation or similar

So you think you can animate? Let’s put those animation skills to the test. Deepen your animation knowledge and join us in our semester-long journey into animation exploration with Flipmation Studio. Using our proprietary animation app, you’ll be able to expand your animation knowledge, complete interactive challenges, and share your animation with peers. If you’re looking for the next step in your traditional 2D journey, look no further. Flipmation Studio IS your new animation studio.

Digital Animatic (Procreate -or- Adobe Animate)

Grades: 5-12

Material Fee: \$35 per student

Prerequisite: None

Break through the limits of traditional animation mediums as you embark on a journey of advanced 2D animations with Digital Animatics. Learn how to create digital animations on the computer, and transfer your traditional skills to a digital tablet while expanding your artistic imagination. In this course, you’ll not only be able to improve your artistic animation skills, but you’ll be able to add colors, sound, effect, and anything in-between to your animations.



Art & Design

CGI Art and Design

Grades: 5-12

Material Fee: \$35 per student

Prerequisite: None

Are you fascinated with movies like Frozen or Into the Spiderverse and want to know how they're made? Maybe you're a gamer who wonders how studios like Insomaniac make their games? Wonder no more! No matter if it's films or games, CGI Artists are needed to make the films and games you love come to life. Learn 3D design and unleash your inner creativity as we dive into ART of making CGI content. Using the 3D programs, like Blender, you'll learn how to make CGI models, and bring them to life!

Art & Design Program Advantage

Skill stats for students, parents, and educators

By signing up for a Art and Design class, you can expect the following:

- Expand creativity, imagination, and artistic ability
- Practice and develop traditional and digital artistic skills across multiple forms of artistic medium
- Develop critical literacy, communication, and storytelling skills as they develop animated projects
- Boost confidence and self expression through the use of artistic expression
- Enhanced dexterity and precision with writing instruments



Game Art & Design

Board Game Design

Grades: 4-6

Material Fee: \$35 per student

Prerequisite: None

Uno, Monopoly, Catan, and Risk are just some of the most popular board games around. Have you ever wondered how board games such as these are made? Design and prototype your very own board game, while learning the core game design skills required to make games with this course in Board Game Design. Art, rules, twists, and how to win... the power to design and control the game board is in your hands.

[Game On!] TCG Game Design

Grades: 4-6

Material Fee: \$35 per student

Prerequisite: None

Get set to get your Game-On! Games like Pokemon, Yugioh, and Magic the Gathering are amongst some of the most popular Trading Card Games of the modern era. Now it's your chance to make your own! Develop your writing, artistic, and strategic planning skills as you work to develop your own trading card game, complete with diverse rulesets. The power to make next popular TCG experience is in your hand!

Game Art & Design Program Advantage

Skill stats for students, parents, and educators

By signing up for a Game Art and Design class, you can expect the following:

- Improved critical thinking, reading comprehension, and writing literacy skills
- Collaborate with peers and gain critical teamwork skill necessary to work in dynamic team environments
- Learn the critical project management skills necessary to create a develop large-scale collaborative projects
- Develop and expand artistic skills
- Develop the structural and strategic planning skill required to develop competitive games



Game Design & Programming

Retro Game Design



Grades: 5-12

Material Fee: None

Prerequisite: None

What do Pong, Pacman, Super Mario, and Megaman have in common? They are all popular games hailing from the early golden age of gaming. The technology to create amazing games is no longer exclusive to those in the game industry. Now you will be able to learn how to create your very own 2D game. If you've ever wanted to create and program your own 2D video game, this is the class for you!

CGI Game Design



Grades: 5-12

Material Fee: None

Prerequisite: Retro Game Design

You've mastered 2D game design, let's take it up a dimension! Now that you know the basics, let's explore how to take the Unity skills from Retro and apply them to the 3D space! Come join our studio as we continue the journey of game design by making your own 3D platformer game. If you enjoyed the first go around at Game Design, you'll love this one!

Mixed Reality Game Design



Grades: 6-12

Material Fee: \$35 per student

Prerequisite: CGI Game Design

Get hands-on and learn about the new emerging technologies of virtual reality, augmented reality and every reality in between. Through a series of guided course module, students will learn about the world of AR and VR as they work towards making cool interactive projects. You'll be in awe as you watch your imagination come to life... iterally in front of you!



Game Design & Programming

Game Studio

Grades: 5-12

Material Fee: None

Prerequisite: Retro Game Design or relevant experience

Calling all artist, programmers, and game developers! You've got the skills and talent; let's put it to the test! Partner up with friends and peers, as you go through the game production pipeline and learn how to take a game from concept to full-scale production. Join our game studio, as we embark on a semester-long journey of designing video games from scratch. Prior experience in game design is required.

Game Design & Programming Program Advantage

Skill stats for students, parents, and educators

By signing up for a game design and programming class, you can expect the following:

- Module based lessons designed for independent learning
- Collaborate with peers and gain critical teamwork skill necessary to work in dynamic team environments
- Gain familiarity with the same software game industry veterans use to create some of the most popular games of today
- Gain basic programming knowledge in C#
- Gain relevant skills that can set you on a pathway to achieving a professional certification in Unity Game Programming



eSports Lab

Welcome to eSports!

Elevate to the World of eSports!!

eSports (Electronic Sports) is the newest varsity sport (yes really!) sweeping the nation! Students play their favorite video games and compete with schools around the nation for prizes. While eSports can seem like just “playing video games” with friends, it’s much more than that. eSports allows students the opportunity to take their video gaming skills to new heights. Students form teams, learn strategy, and develop leadership and collaborative skills while competing to be the very best!!

With official recognition from ESPN, eSports (Electronic Sports) has emerged as a legitimate alternative to traditional varsity sports programs. Don’t miss your chance to have eSports at your school!!

How We GAME!!

Our aim is to provide schools and families with a premium, low-cost approach to an organized eSports program for middle and high school students. We provide schools with the equipment, coaches, and resources necessary to run an eSports program. We also provide students with the know-how and tools needed to turn their gaming career into content creation with our clip-back educational approach to eSports training.

NFHS Sponsored PlayVS Platform



We only use the best platform for conducting our eSports program. No one does it better than PlayVS, a NFHS sponsored eSports provider. With over 500+ schools competing nationwide for prizes and scholarships, students need to be on their A-game

We got the equipment, You get the Gamers



From games and hardware to storage costs and apparel, running an eSports program can be expensive. Let us worry about the logistics so you can focus on what matters: student enrichment.

eSports Program

eSports - Clip Back

Grades: 5-12

Material Fee: None

Prerequisite: None

Clip back to reality and enhance your gaming skills with the clip-back session. Students will learn how to review gameplay footage and identify areas for improvement and elevation. In this clip session, they'll not only analyze their game sessions and set specific goals for enhancing their skills, but they'll also learn how to clip content for social media. In the process of clipping back, they will also study the role of analytics, tactics, and communication within team dynamics for eSports.

eSports - Game Day

Grades: 5-12

Material Fee: \$50 per student

Prerequisite: None

Dive into the exciting world of esports and competitive gaming. They will explore the fundamentals of team-based gameplay, develop communication and collaboration skills, and learn the strategic thinking necessary to succeed in the fast-paced world of esports. Through gameplay, analysis, and teamwork exercises, students will gain hands-on experience in competitive gaming, while also exploring the broader industry of esports, including career pathways, game development, and live-streaming.

eSports Program Advantage

Skill stats for students, parents, and educators

By signing up for a eSports class, you can expect the following:

- Our education-first approach to eSports requires students to maintain good grades, boosting educational morale.
- Learn and deepen understanding of video editing and video production skills
- Improved digital literacy, technical, and computer hardware skills
- Improved analytical skills in pattern recognition and a greater attention to detail
- Collaborate with peers and gain critical teamwork skill necessary to work in dynamic team environments



Program Pricing

Community Package

The Community Pricing Package offers an affordable entry point, ensuring all students pay the same rate for curricular content, regardless of individual income levels. This uniform pricing approach supports access and affordability across the board.

	Course Name	Course Grades	Base Cost (Student/Session)	Cost with Tech Package (See below for info)
Science and Engineering	Little Inventors *	K-1	25	x
	Little Explorers *	K-1	25	x
	Green Footprints *	K-1	25	x
	Little Adventurers *	2-3	25	x
Art and Animation	World of Flipmotion *	2-3	25	28
	Flipmotion Studio *	2-4	25	28
	World of Digital Animation w/ Procreate **	4-5	27	30
	CGI Art and Design	6-12	27	30
	Digital Animatic w/ Adobe Animate **	6-12	27	30
Game Design and Programming	Retro Game Design	5-12	27	30
	CGI Game Design	5-12	27	30
	Game Studio	5-12	27	30
	Future Realities *	7-12	30	35
Game Art and Design	Board Game Design *	4-6	25	x
	TCG Game Design *	4-6	25	x
eSports	eSports - Clip Studio	5-12	20	x
	eSports - Gaming **	5-12	30	x



<u>Elevate Package ***</u> The Elevate Package is tailored for private schools and organizations committed to equitable access to education. In this package, full-paying students help support the program, allowing eligible students to receive up to 65% financial aid, making advanced learning accessible to all.		
Base Cost (Student/Session)	Cost with Tech Package (See below for info)	Financial Aid Support (Qualifying families will receive up to 65% of their aid package)
40	43	65%

* Any class with a single asterisk requires students to pay the designated material fee of \$35 per student

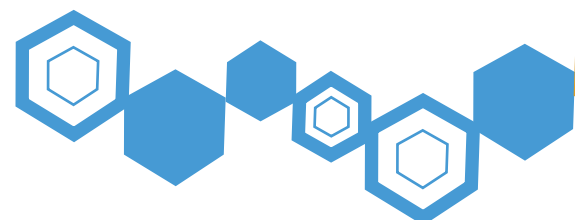
** Any class with a double asterisk requires students to pay the designated material fee of \$50 per student.

*** To qualify for the Elevate Package, at least 50% of the students enrolled in the class are full-paying. If the number of full-paying students doesn't meet this quota, the class will be relegated to the Community Package.

Student/Teacher Ratio: For Gx Studio Labs, we maintain an 8:1 student-teacher ratio for our tech-based classes. This includes all Game Design and Programming courses. This ratio ensures that curricular content is delivered with the highest quality possible. For all other classes, a 10-1 student-teacher ratio is applied.

Back-2-Back Discount: Sites that offer the same class two times in one day may be entitled to a discount on the second class. This discount applies **only** if the number of students in the second class is less than or equal to the number of students in the first class **AND** the same class is offered back-to-back on the same day. Additionally, for the second class to qualify for the discount, the class name must be the same in both name and curricular content and offered no more than 1 hour after the previous class. Discounts can vary up to 30% off the total class cost.

Tech Packages: Sites that need access to the hardware necessary for operating a course can sign up for a tech package in which supplies are brought directly to them. Tech packages include all the tech supplies required to run a successful class. Tech packages can include laptops, game consoles, headphones, headsets, wifi hotspots, and more.



Contact Us



Point of Contact

Point of Contact: Kevin Gordon

Email: kevin@gxslabs.org

Website: <https://www.gxslabs.org/>

