

Game Design Boot Camps - Suitable for students in Years 4 to 12

At MacICT we believe that learning how to use technology is not enough; the heart of 21st century learning is about becoming a proficient and independent lifelong learner. Our activities promote this through an inquiry-based approach to learning where students are encouraged to collaborate and be creative in solving open-ended challenges.

Game design offers students a unique platform to address essential skills for learning. These include creativity and innovation, critical thinking, iterative problem-solving, communication, collaboration, and information, media and ICT literacy. Game design integrates skills and knowledge from across curriculums and addresses many elements from the quality teaching framework.

OR

INTRODUCTORY BOOT CAMP

This Boot Camp aims to introduce students to 'Good Game Design' principles through activities that shift students' thinking from that of a player to a designer. Students will:

- deconstruct a game to unpack what makes a good game
- review games or apps using a designer scoreboard
- design a simple game
- begin to build a game using *Microsoft* Kodu Game Lab (now available on all eT4L servers)
- peer review games and upload to an online space.

Students are able to access their work at home or back at school if they choose to continue with it after the day.

MacICT Macquarie ICT Innovations Centre





THE NEXT STEP BOOT CAMP

This Boot Camp is designed to develop

a student's ability to design core game

activities. The focus will be on design,

rather than programming. Aims:

• to develop in students, the

that is original and fun

mechanics through practical and engaging

understandings, skills and strategies,

which will help them design a game

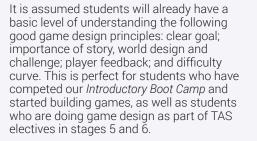
to actively engage in different types

systems thinking, computational

of thinking including: design thinking.

thinking, critical and creative thinking.

www.macict.edu.au



This unique program has been developed in collaboration with sucessful independent game designers to deliver an authentic experience.



Contact the Centre to arrange a date:

macictsupport@det.nsw.edu.au (02) 9850 4310

WHEN On negotiation during school terms.

TIME 9am - 2:30pm

LOCATION Macquarie ICT Innovations Centre Building C5B Macquarie University North Ryde NSW

STUDENT We can take a maximum of two classes of 30 students per day.

COST Flat rate of \$528 inclGST per class of up to 23 students.

An extra \$22 will be charged per additional student. Class size is capped at 30 students.

PAYMENT Govenment schools will be charged internally by the NSW Department of Education and Communities. This will be reflected on your sundry tax invoice statement.

Private schools will be invoiced by the NSW Department of Education and Communities.

Note: any cancellations made within 2 days of the excursion would incur a \$200 cancellation fee.