



MacICT presents

GAME DESIGN



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.



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.

OR

THE NEXT STEP BOOT CAMP

This Boot Camp is designed to develop a student's ability to design core game mechanics through practical and engaging activities. The focus will be on design, rather than programming. Aims:

- to develop in students, the understandings, skills and strategies, which will help them design a game that is original and fun
- to actively engage in different types of thinking including: design thinking, systems thinking, computational thinking, critical and creative thinking.

It is assumed students will already have a basic level of understanding the following good game design principles: clear goal; importance of story, world design and challenge; player feedback; and difficulty curve. This is perfect for students who have completed our *Introductory Boot Camp* and started building games, as well as students who are doing game design as part of TAS electives in stages 5 and 6.

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



HOW TO BOOK

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 NUMBERS 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 Government 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.



MacICT
Macquarie ICT Innovations Centre



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