

GOOD GAME DESIGN

From playing to building - transforming students from consumers to creators of digital content.

BOSTES Registered Teacher Professional Learning Workshop

Game design provides a context for inquiry and discovery, leading students to become active problem solvers and to engage in their own learning. Discover how to leverage the strong motivation students have to play digital games by engaging them as designers of digital games. During this process students will develop key 21st century skills, thinking skills (design, computational, system) and literacy skills while developing deeper understanding of content. Game design is a cross-curricular creative activity addressing content and general capabilities across syllabuses.

This workshop will give teachers a fundamental understanding of good game design principles through:

- · deconstructing and reviewing games
- using a MacICT developed framework to guide the design process
- protoyping a simple game using game creation software.

Suitable pedagogical models for implementing game design into the classroom will be shared and discussed, and links to the NSW Curriculum will be highlighted. Participants will engage in practical activities to unpack what makes a good game. They will then design and build a simple game using *Microsoft Kodu Game Lab* (free software now available on all eT4L servers).

Includes access to MacICT's online course for students



This online interactive meta-game allows students to work through a series of challenges at their own pace. It introduces them to good game design principles and how to design and build games using *Microsoft Kodu Game Lab*. Included in the cost of this workshop is access to the website for a class of up to 30 students.



Completing this course will contribute 5 hours of QTC Registered PD addressing 2.2.3, 4.2.5, 6.2.4, 6.2.6 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

Course Developer & Facilitator

Cathie Howe (MacICT Centre Manager)

Cathie is currently a
Professional Learning
& Leadership Advisor
managing MacICT and is
the creative and strategic
leader of an expanding,
collaborative team of
designers, developers



and course facilitators. Cathie focuses on evidence-based practice & professional learning for teachers and their students. During her 20+ years both as a teacher and an executive in Primary Schools, Cathie has been recognised for her innovative practice, digital learning and leadership.

REGISTER NOW!

Register online through MyPL@EDU https://www.det.nsw.edu.au/docprs/welcome.do

MyPL Course Code: 151NSR116

NSW DoE teachers: Log into MyPL@Edu with your DoE credentials & search for the course using the above code or course title. Government schools will be charged internally by the NSW Department of Education. This will be reflected on your sundry tax invoice statement.

Non-DoE teachers: You will need to sign up for a username and password to access MyPL. Just click "Don't have a username" on the MyPL website and follow the instructions. Private schools and other institutions will be invoiced by the NSW Department of Education.

Please note: Any cancellations made within 5 days of the course, or no-shows, will be charged to your school.

WHO All teachers (suitable for Year 3-12)

WHEN Please see our website for upcoming dates:

www.macict.edu.au

TIME 9am-3:15pm

LOCATION North Ryde, NSW

COST \$245 (incl GST)

CONTACT macictsupport@det.nsw.edu.au

Phone: 02 9850 4310





