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Unpacking the Design Process for Game Programming

Teacher Professional Learning Course (5.5 non-registered hours)

Delivered either as a full day workshop OR via 5 online modules.



“Game making has often been used to encourage students to study programming whereas opportunities to learn content through designing games have been missed.” (Falkner, 2014)

Designing and building video games is a strong motivation for students to learn a programming language. In order to program a video game, students need to understand the design process behind building a game. Concepts and processes used in designing a video game can be generalised to other design projects.

In this hands-on course, participants will be introduced to design thinking and use it to analyse, modify and craft video games to meet design requirements. Teachers will gain the tools, frameworks and confidence to facilitate the development of a design mindset in their students by applying it to the game design process. Industry standard vocabulary and skills will be unpacked and there is an emphasis on learning through making. A range of tools for collaboration, ideation and creation will be used.

Course Developer and Facilitator



Evan Bonser

Evan is a MacICT developer and facilitator who also works part-time as an ICT Integrator in Sydney. He began his university training in Mechatronics (robotics) before changing to complete a Bachelor of Education degree. Evan has taught in a variety of educational environments ranging from mainstream settings across public and private sectors including Special Needs and Hospital Schools where he taught K-12 across the curriculum. He has developed and implemented several apps and games in his teaching to meet the needs of his students.

Program agenda (total of 5.5hrs)

Introduction

- > unpacking the 'design mindset' and its application to games.

Module 1: Understanding the Formal Elements

- > analysing, modifying and play-testing games by changing their formal elements.

Module 2: Game Design Documentation

- > overview of good game design with examples
- > demonstration of different software for collaborative documentation
- > collaboratively reverse engineer an existing game into a GDD template.

Module 3: Understanding Fun

- > breaking down 'What is fun?' and fun-testing a variety of games
- > ideation activities to generate game ideas to meet players' needs.

Module 4: Physical Prototyping

- > using physical and digital resources from paper and pencil to video creation tools to make a representation of your game.

Module 5: Digital Prototyping and Play-testing

- > using a tool (e.g. *Microsoft Kodu Game Lab* or *Scratch*) to rapidly prototype and implement aspects of your game
- > run short play-testing using the templates provided.

REGISTER NOW!

Register online through MyPL@EDU
<https://www.det.nsw.edu.au/docprs/welcome.do>
MyPL Course Code: NR08637

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 Teachers of stage 3 through to stage 6
WHEN Delivery via full day workshop OR 5 online modules. See website for details:
www.macict.edu.au/designprocess

TIME 9am-3:30pm

LOCATION North Ryde, NSW

COST \$245 (incl GST)

CONTACT macictsupport@det.nsw.edu.au
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