

## **Program Title**

Making Games and Online Interactive Content

## **Brief Description**

Looking for a beginner's crash course in game making software and process? Games can be an excellent teaching resource, and game development is easier than ever. Whether you're looking to develop your own teaching resources or run a game-making program for users, this course will give you the information you need to choose the most appropriate software development tool, structure your project, and accomplish your goals. Plain language, appropriate for absolute beginners, and practical illustrative examples will be used. Participants will receive practical basic exercises they can complete in open source software, as well as guides to advanced educational resources and available tutorials.

## **Course Learning Objectives**

Participants will be able to name five different software tools available to assist them or their users in creating games and interactive web content, as well as identify the required knowledge and skills to effectively use each program.

Participants will be able to effectively structure the development process of a game from brainstorming to launch.

Participants will be able to identify and articulate areas in which games can increase educational effectiveness and provide practical, desirable skills.

## **Course Materials**

Participants will be provided with:

- explanatory slides regarding the value of games as educational tools and practical skills gained through game construction
- explanatory slides regarding the technological knowledge needed to use and demonstrating the use of each of the following pieces of game making software: Twine, Game Maker, Ren'Py, Construct 3, Unity
- explanatory slides giving instructions on how to structure the game development process regardless of software
- instructions and assets for practical exercises in Twine and Ren'Py
- digital roadmaps for furthering their learning

## **Program Schedule and Outline**

Week 1: Getting Started

- the value of games in education and public programming
- formats and tools

#### Exercises for Week 1:

1. Prepare for the course! Download and install Twine and Ren'Py onto your computer.
2. Complete Discussion 1 and introduce yourself.

#### Week 2: Preparing a Game Development Project

- identifying objectives
- choosing a format and tools
- making your design document
- the design cycle
- further resources for game design

#### Exercises for Week 2:

1. Develop your design document! Use the provided template to work on a first draft design document for a game you'd like to make.
2. Complete Discussion 2.

#### Week 3: Twine

- twine pros and cons
- building a simple interactive story in twine
  - introduction to the interface
  - creating effects and visuals
  - connecting passages
- further exercises and help resources

#### Exercises for Week 3:

1. Use the provided files to create a short twine game (start with just three choices)! If you get stuck, look at the example I've created.
2. Complete Discussion 3.

#### Week 4: Ren'Py

- ren'py pros and cons
- building a simple interactive story in ren'py
- introduction to the interface
  - creating a simple scripted interaction

- adding characters and images
- further exercises and help resources

#### Exercises for Week 4:

1. Use the provided files to create a short section of a visual novel. If you get stuck, look at the example I've created.
2. Complete Discussion 4.
3. Complete class feedback survey.
4. Bask in feelings of accomplishment.

#### Technology Requirements

Participants should be able to access the class stream. Participants should be able to download/access Twine and Ren'Py software if they wish to complete the provided exercises.