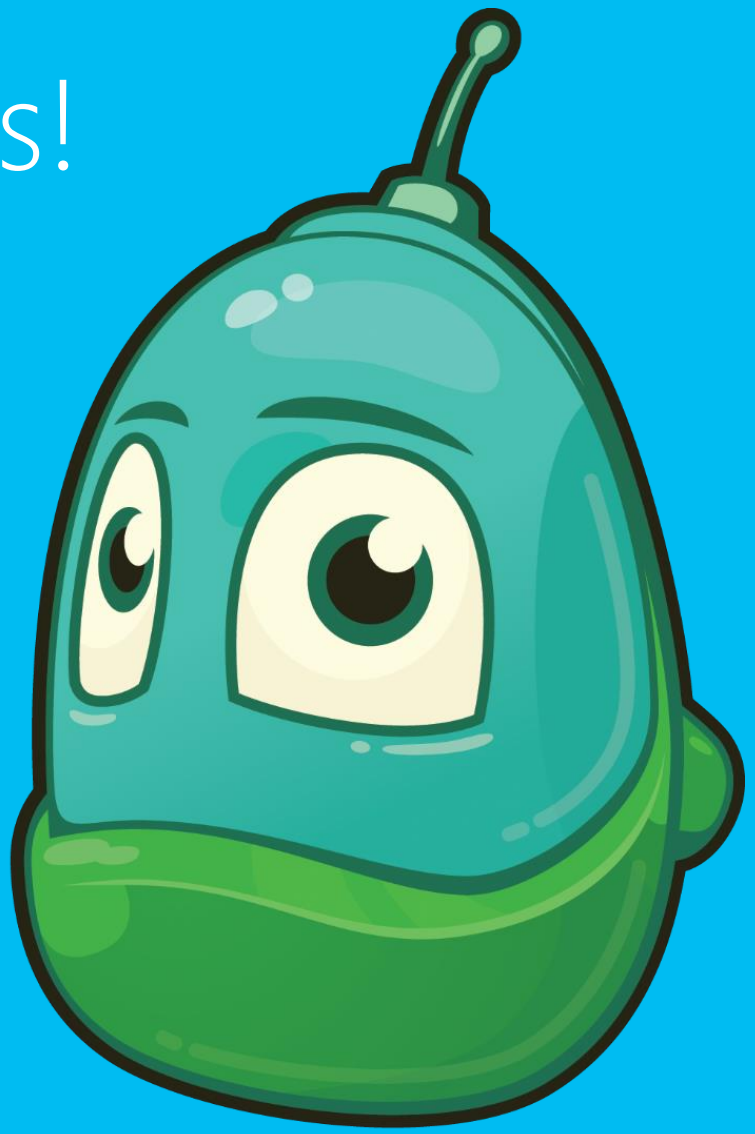
Kodu Makerspace
Learn to make your own games!

Session 1



Microsoft

Camp guidelines:

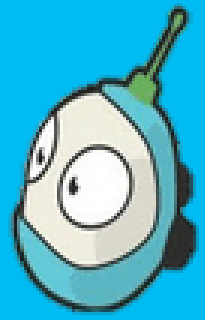
- Have fun!
- Respect the camp environment and the things in it
- Respect each other and the camp leaders
- Don’t leave the camp area

Student Workbook and device care

- Your Student Workbook is your resource for everything we cover
- Be sure to take care of the device

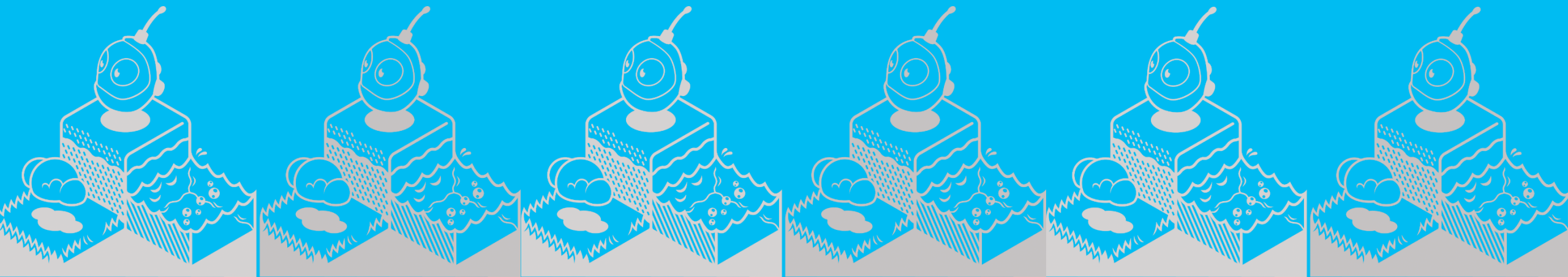
Scavenger Hunt

- Find a computer with speakers and listen to some music
- Find Microsoft Word on a computer and type a sentence about your favorite thing to do after school
- Find a touch screen tablet and open a video to watch
- Find an Xbox game that looks fun and draw a character from it into your Student Workbook
- Sign your name on a tablet PC
- Ask a camp leader “what’s the most popular item for 8-11 year olds?”
- Find the bathrooms
- What is the largest screen on a computer at the camp?



Kodu Makerspace camp series overview

- Explore the design process
- Cover skills you'll need
- Create worlds and games
- Flashy Fishbots, Boku's Amazing Race, and Air Delivery



Sessions overview

Session 2

- Assess the Wonder Do…
- Create a game design
- Communicate ideas
- Collect feedback
- Revise game

Finalize a game

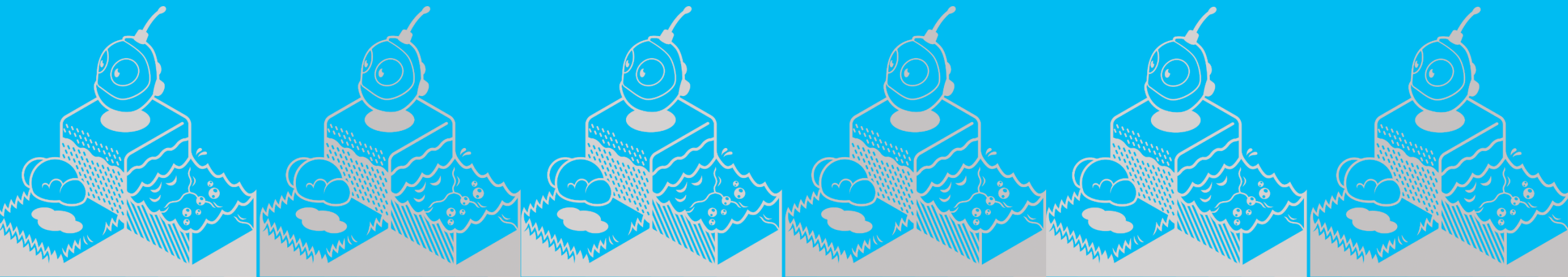
Create a game design

Write directions

Share games

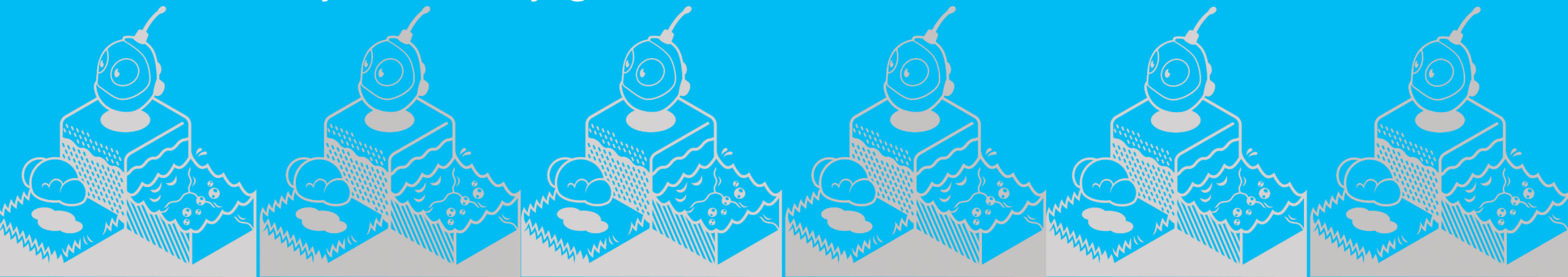
Showcase projects to parents

Communicate ideas



Questions we'll answer today:

- What is Kodu Game Lab?
- How can you use Kodu Game Lab to make fun games?
- How do you navigate the Kodu menus?
- What is the When…Do… game action?
- How can you modify game characters and actions?

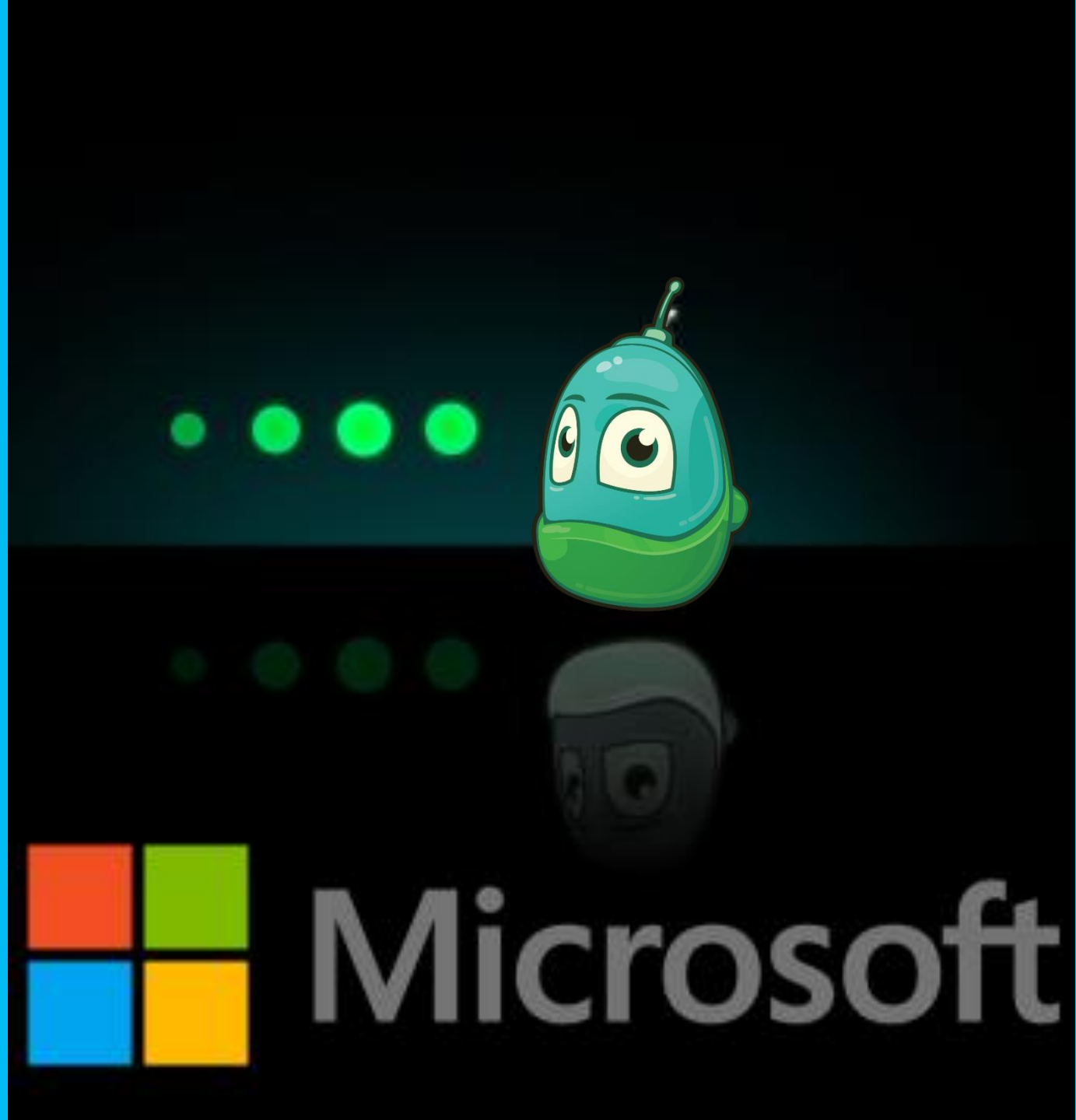


How we'll answer the questions:

- Load and play a Kodu game
- Navigate the menus associated with characters
- Describe the When…Do… game action
- Model the When…Do… in an unplugged activity
- Follow a tutorial to create When…Do… constructs
- Communicate ideas for modifying game characters and actions

Introducing Kodu Game Lab

A toolkit for you to learn basic programming skills



Kodu Game Lab main menu

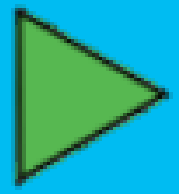
- Load World
- Resume
- New World

Load World main screen

- Select Load World
- Type Flashy Fishbots into the search box
- Select Play

Tool Palette navigation: Flashy Fishbots

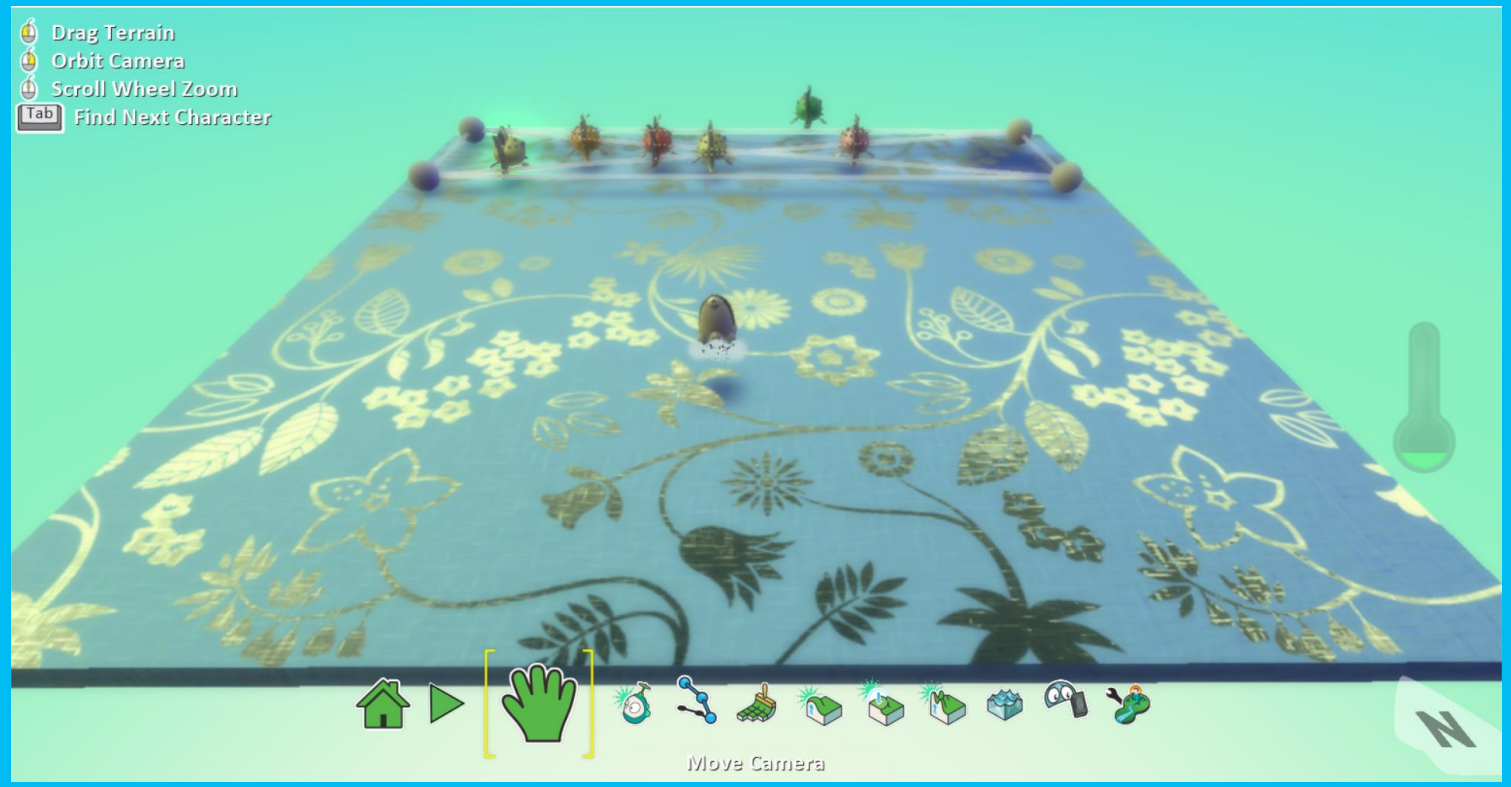
- Home menu



- Play game

- Move camera

- Object tool



Step-by-step: Flashy Fishbots

- Click on the Kodu Game Lab icon
- Select Load World
- Type Flashy Fishbots into the search box
- Read the information about the game on the bottom of the screen

KODU
GAME LAB

Kodu game exploration: Flashy Fishbots

- What happens when you click anywhere on the world?
- What happens when you click on a fish?
- What happens when you click several times very quickly on a fish?
- How can you “spray paint” using the mouse?
- Does it make a difference if you spray in front of the fish or behind the fish?

Let's brainstorm character appearance

- Make Kodu bigger
- Change Kodu's color
- Make the fish all the same color
- Add more fish
- Put Kodu in a different position in the world

Let's make changes to characters

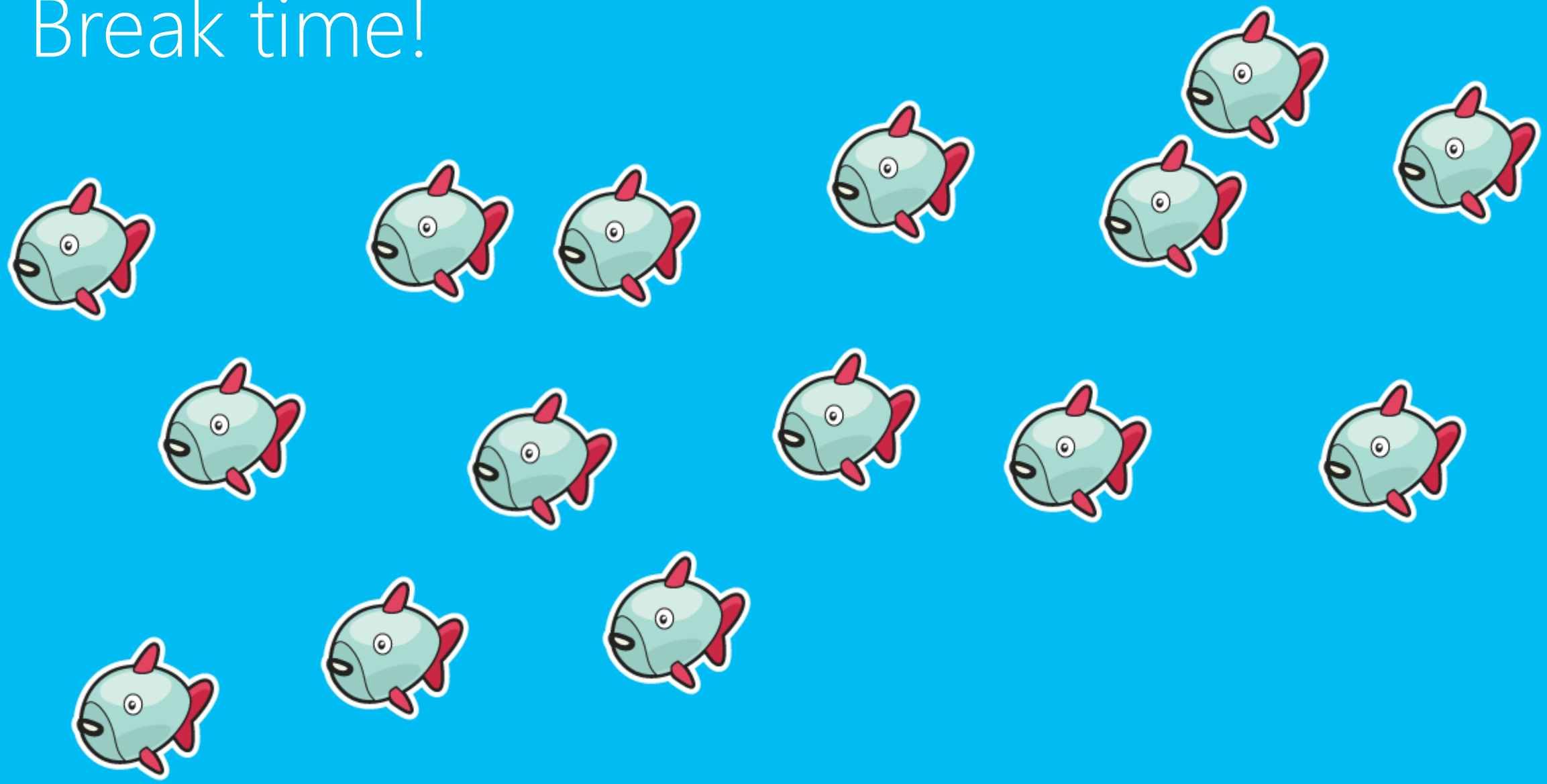
Steps to change objects

1. Select Load World
2. Click in the Search box and type Flashy Fishbots
3. Click on the Objects Tool
4. Move Kodu
5. Change the color of Kodu
6. Add new objects (rock, octopus).
7. Change the color of each fish
8. Change the starting position of a fish

Saving changes to Kodu

1. Click the Home Menu button
2. Select Save my world
3. Add 1 to the version number
4. Change the name of the game in the top row
5. Add your initials to the end of the game's name
6. Revise the Description
7. Click Save

Break time!



When…Do… Programming construct

- How did the Kodu character act in the game?
- What actions and changes did you notice in the fish?
- What made the fish act in certain ways?

When…Do… Programming construct: Question 1

What happened when you clicked the mouse?

Answer: Do… shoot paint balls

When…Do… Programming construct: Question 2

What happened when the fish got hit?

Answer: Do… change color

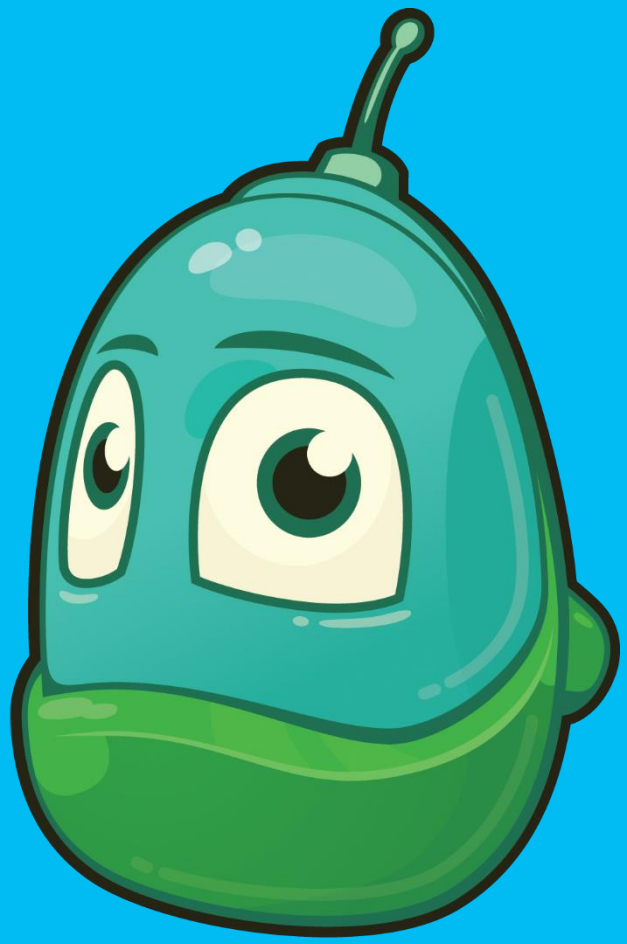
When…Do… Programming construct: Question 3

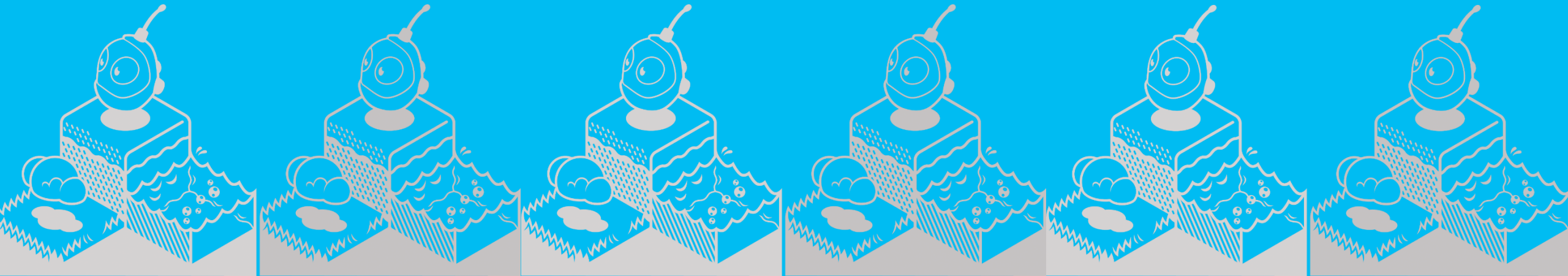
What happened when the fish collide?

Answer: Do… change directions

When…Do… Can Do

- When… I say “rock”, Do… “clap your hands”
- When… I say “Kodu”, Do… “wave your arms in the air”
- When… I say “Star”, Do… ”say the word Awesome”

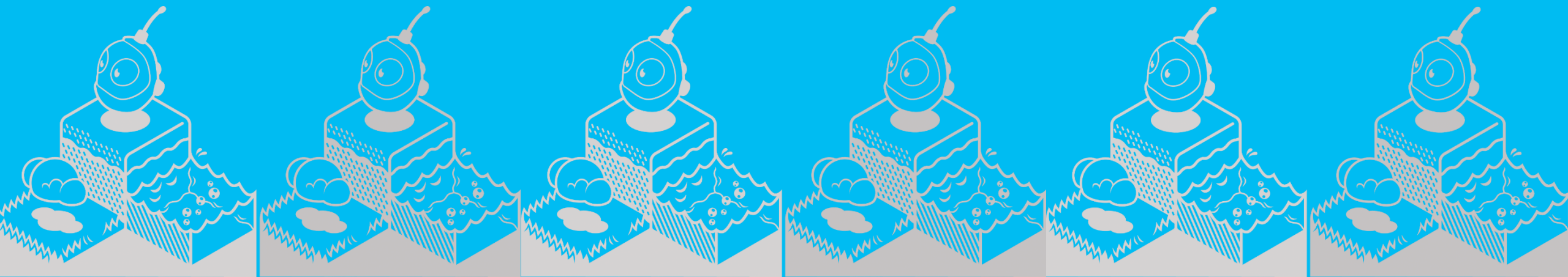




Tutorial versus game

Sample game: Mini-games that you can play just for fun

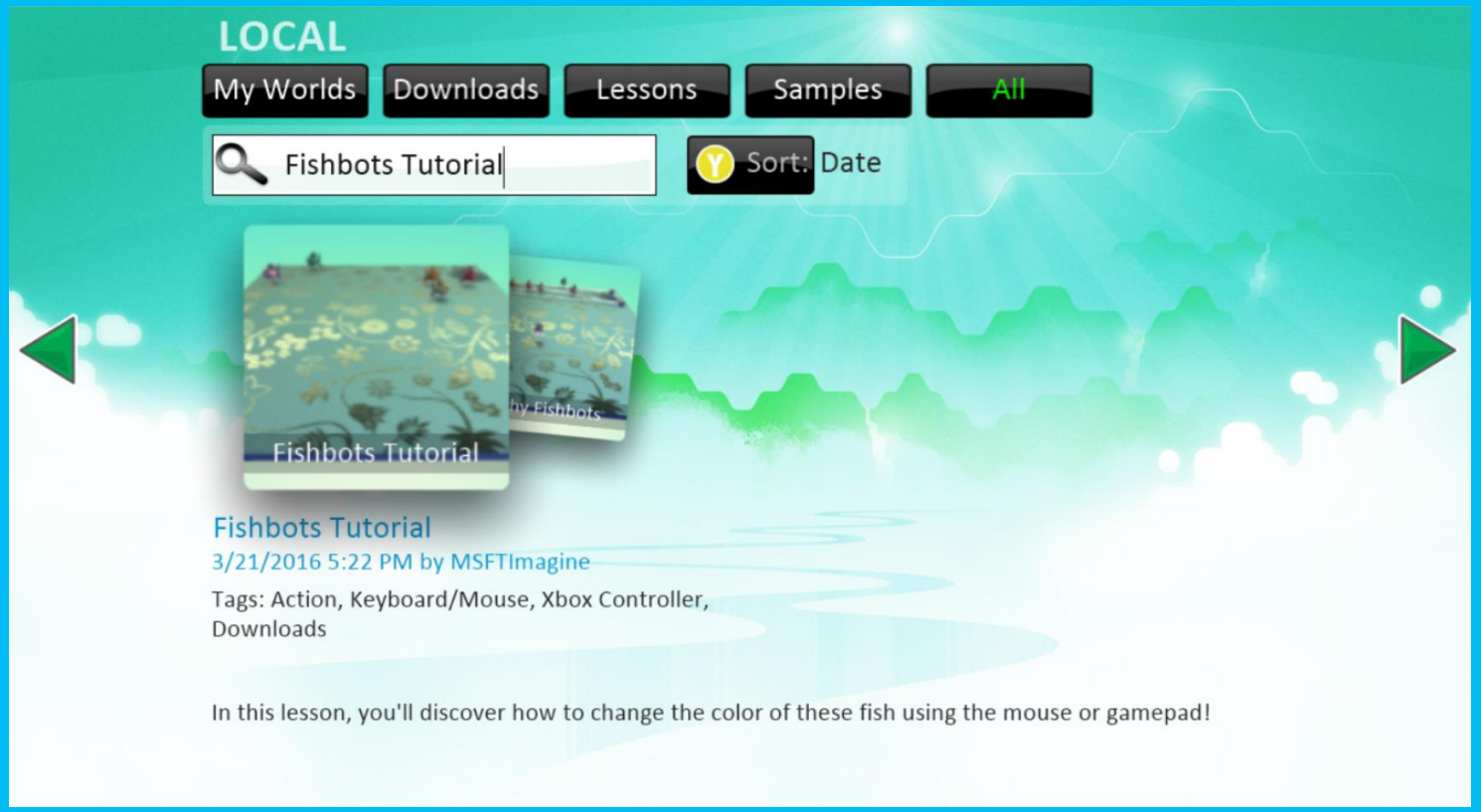
Tutorial: Designed to teach you something about programming Kodu



Fishbots Tutorial

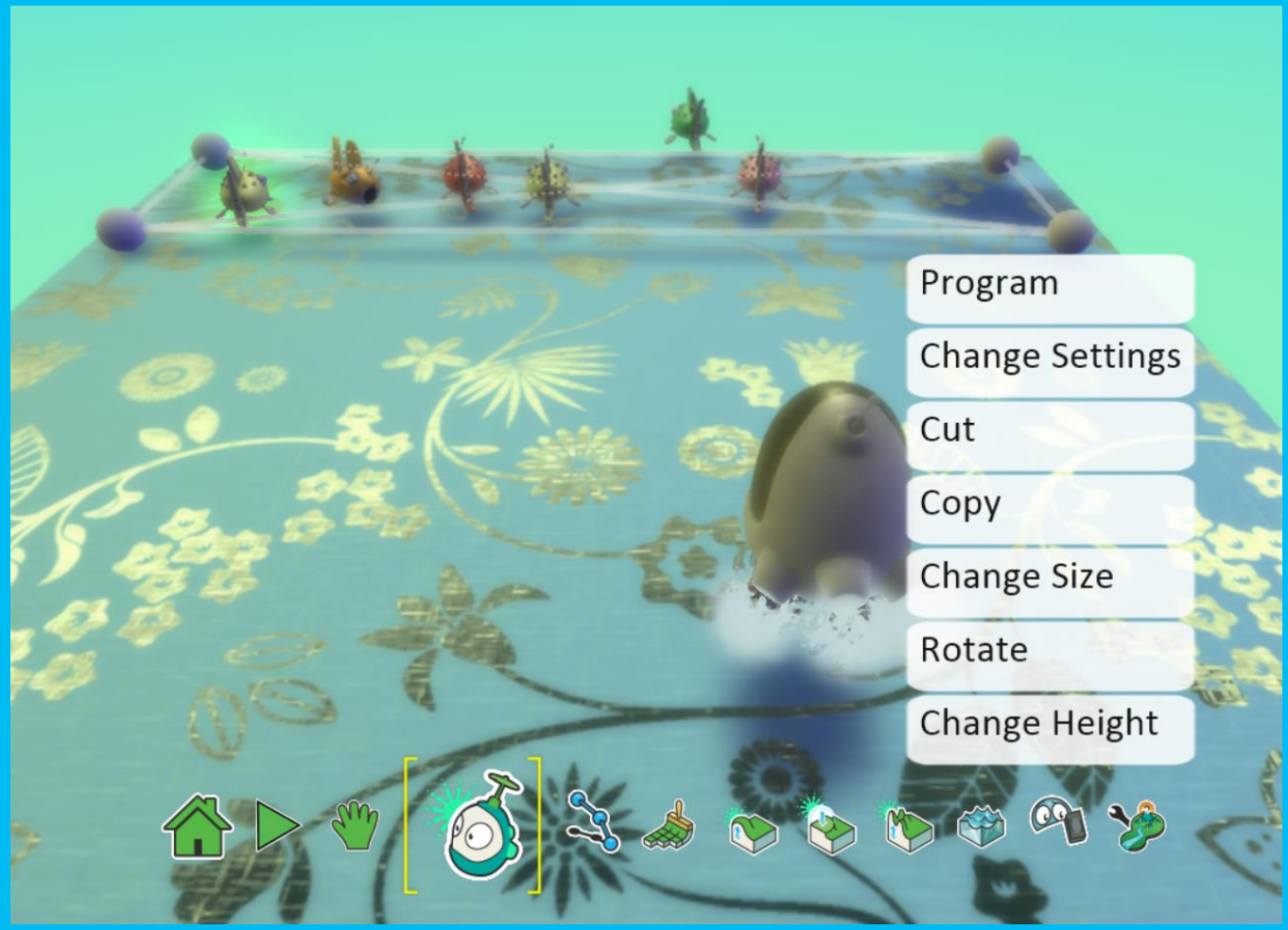
The Map Reader reads the instructions on the screen

The Driver follows the directions to create the code



Revise Flashy Fishbots action

Think about how you could change the action of the characters in the Flashy Fish Program



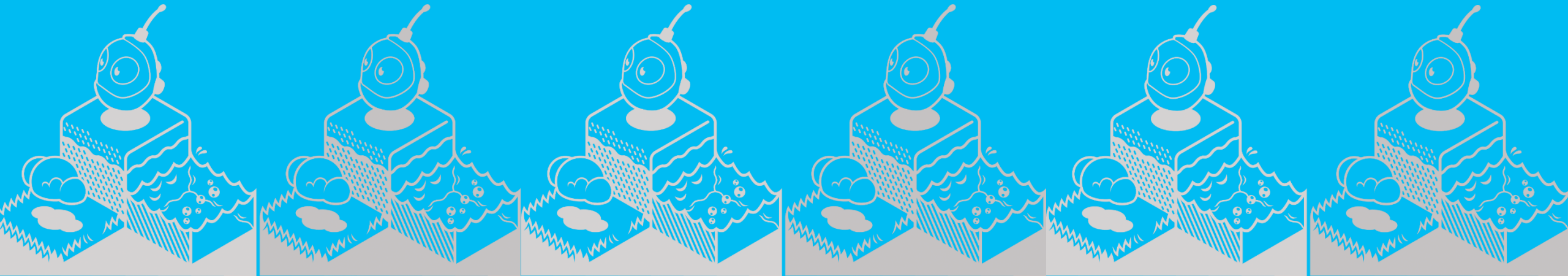
Add new lines

"Gotcha"

"Yippee"

"Nice!"

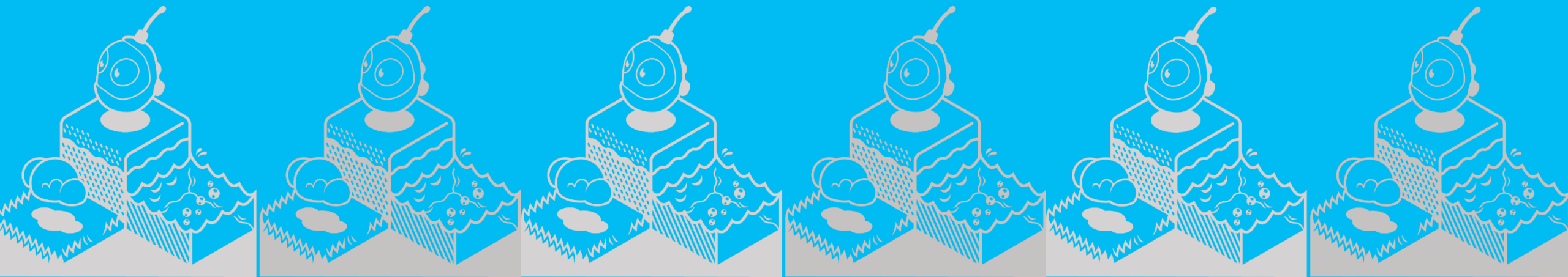
"Awesome"



Review

- What did you learn about working with Kodu Game Lab?
- What did you like about the Flashy Fishbots?
- What did you like about the What…Do… action plan?
- How would you like to change the characters in Flashy Fishbots?
- How would you like to change the action in Flashy Fishbots?
- What else can you do to keep building your skills in these areas?

Questions?



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PLACEHOLDER SLIDE (2 of 2)

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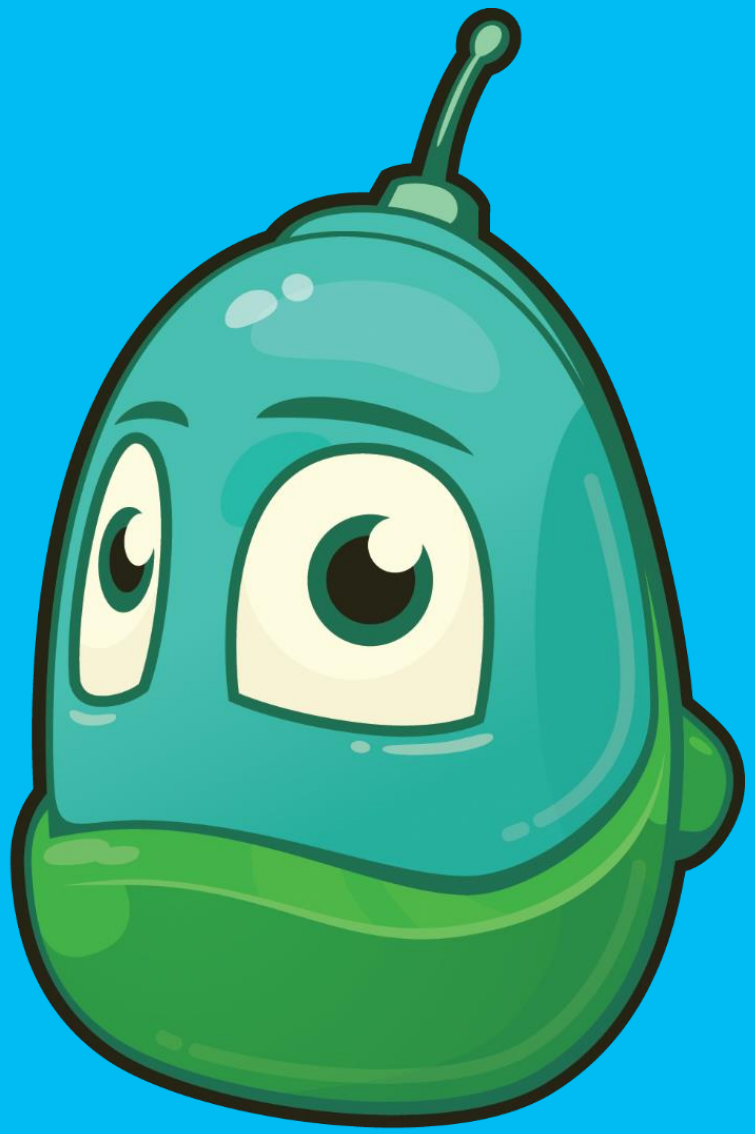
Thank you!

See you next time, at session 2, when we will explore we'll learn to create game action with When…Do… programming constraints



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