

# Kodu Makerspace

## Learn to make your own games!

Session 4



# Camp guidelines:

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

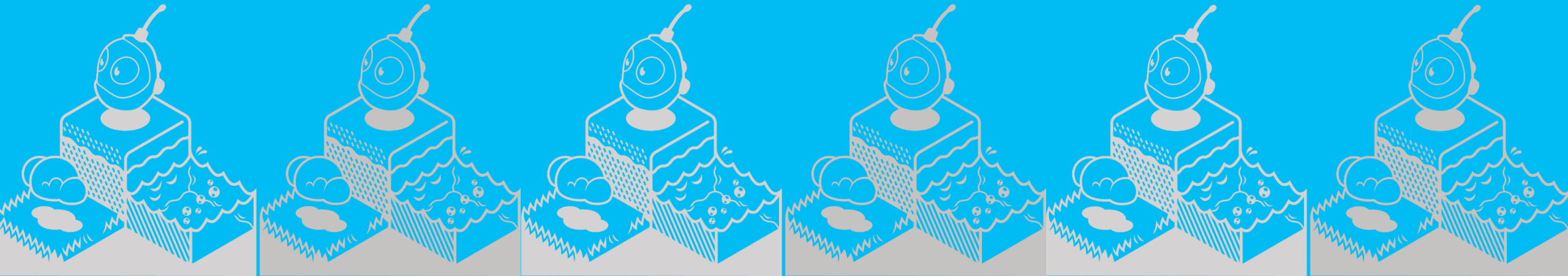
# Student Workbook and device care

- Your Student Workbook is yours to keep!
- We will be collecting the devices at the end of our session



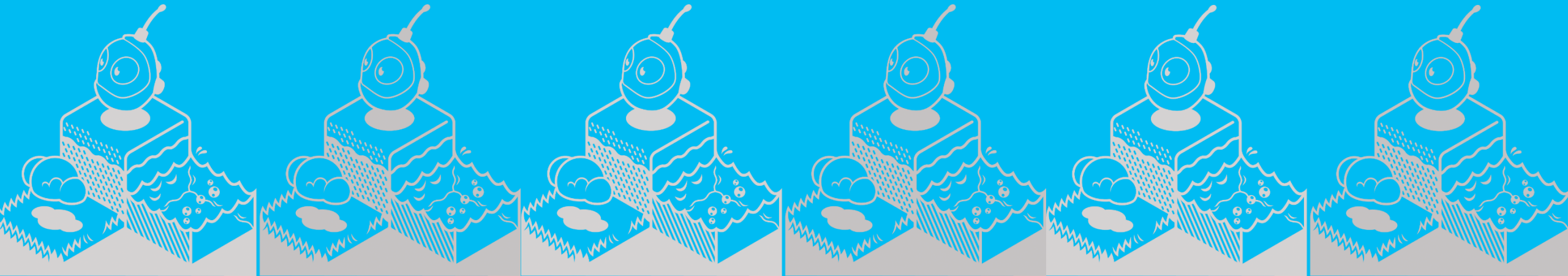
# Session 3 review

- Transform game plan
- Present first draft of game
- Gather feedback
- Kodu technique expert



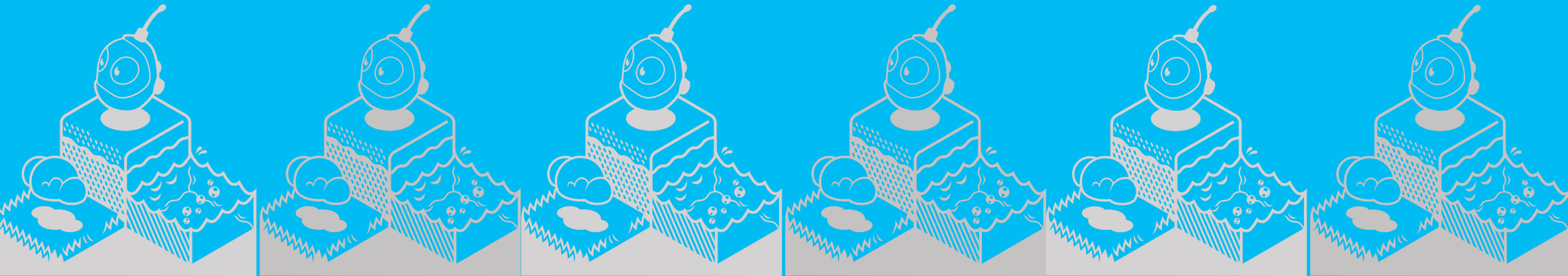
# Icebreaker: Give Help or Get Help

- What did you learn from someone?
- What did they tell you?
- What did you teach someone?
- What kind of advice did you give?



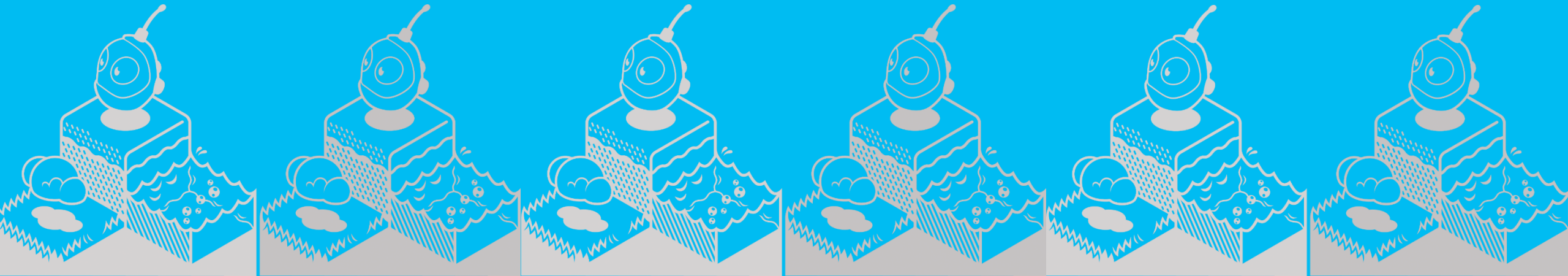
# Kodu Makerspace Session 4

- Check your plans
- Write directions
- Reflect on camp experience
- Showcase gallery walk



# Questions we'll answer today:

- What advantages are there in working with a partner to create a game?
- Why is testing an important step in creating games?
- What characteristics make game directions useful?
- What is important to remember when looking at someone's game in a Gallery Walk?



# How we'll answer the questions:

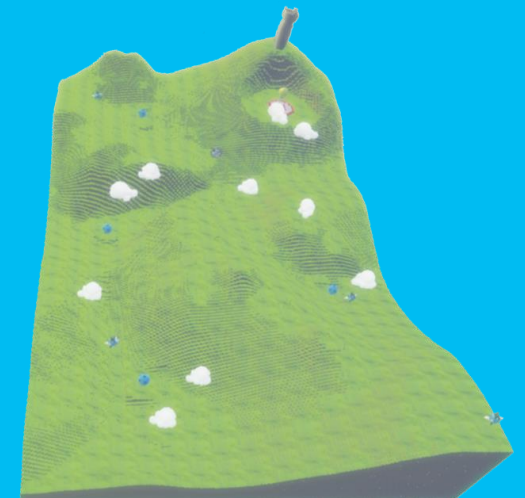
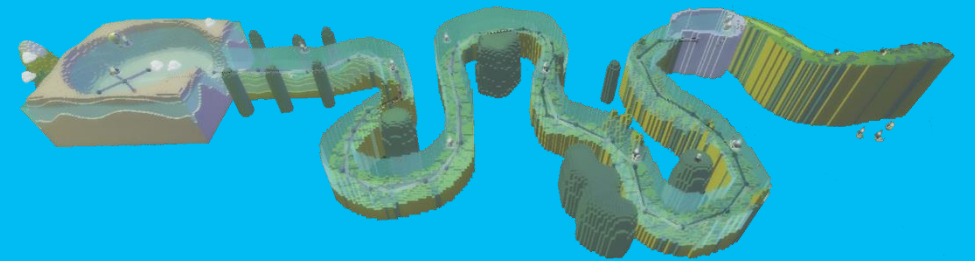
- Finalize your game
- Write user directions
- Share games with peers
- Reflect on your experiences
- Showcase projects to parents





# Heading for the Finish Line

- Flashy Fishbots?
- Boku's Amazing Race?
- Air Delivery



# Final Production

- Work with partner to complete finishing touches
- Get your game ready for the showcases
- Decide on a Map Reader and Driver



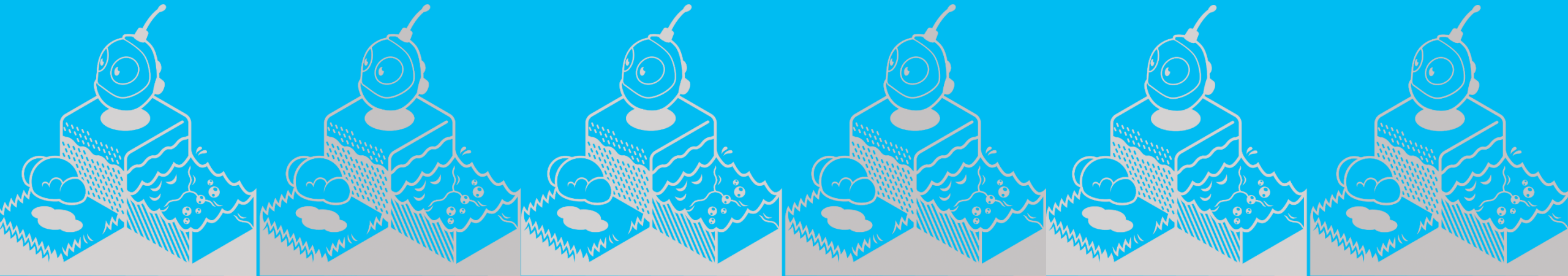
**KODU**  
GAME LAB

Break time!



# Easy as One, Two, Three

1. Play your game to test it
2. Fix problems
3. Write directions



# Let's write directions in Kodu

Name : Coolest Game Ever SM KL

v 04

**Description :** The goal of this game is earn points by bumping red rocks. You will lose points if you bump yellow rocks. Be carefu!

Rock can change color.

Directions:

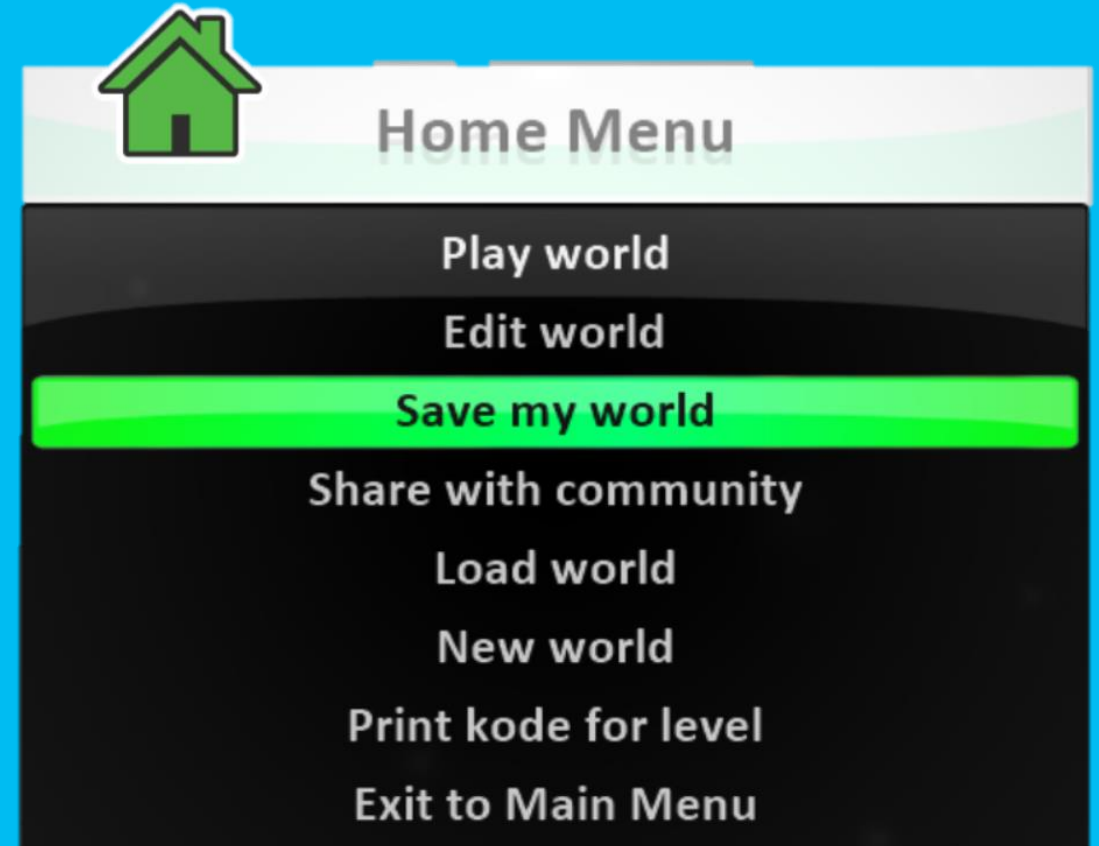
1. Use the mouse to move Kodu
2. Press W, A, S, D to change directions
3. Recharge the timer by bumping gold coins

Creator : Susan and Kim



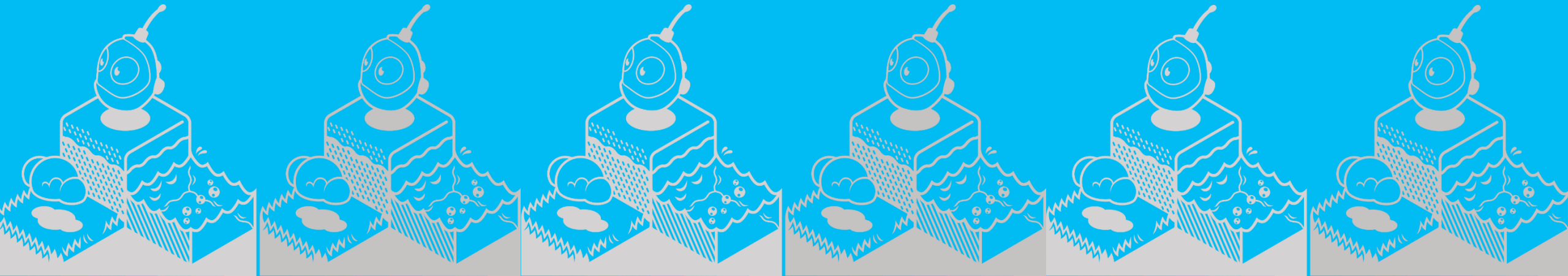
# Writing Directions

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



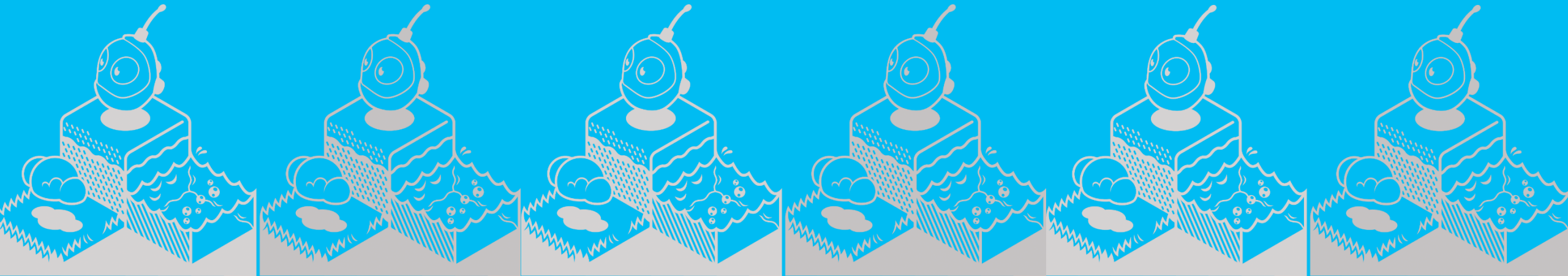
# Let's prepare for the Gallery Walk

1. Celebrate accomplishments!
2. Learn from others!



# Let's look for wows

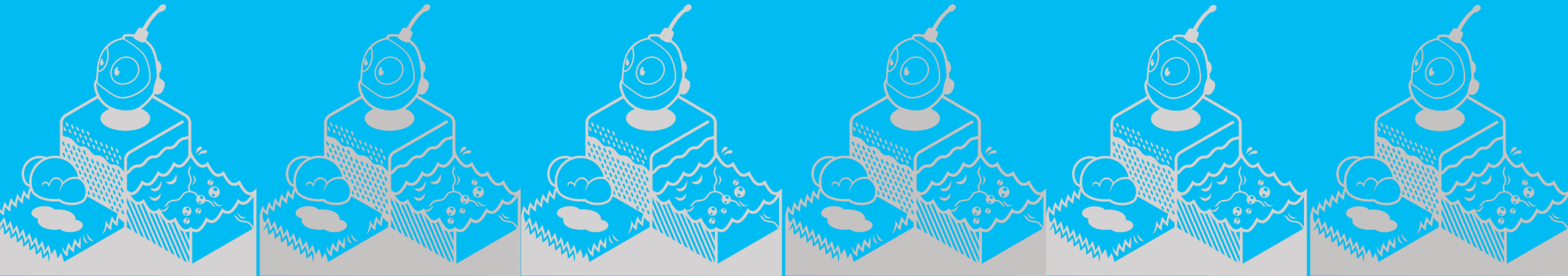
- **Wows:** a sincere praise
- We will celebrate accomplishments by looking for **wows** in the games created by our peers





# Peer Gallery Walk flow

1. Walk around the room with your partner
2. Move around room "clockwise", starting at your workspace
3. Look for **wows** on your Gallery Walk
4. Play each game for 2 minutes












# After the Peer Gallery Walk

- What did you like the most about the Gallery Tour?
- What **wows** did you observe?

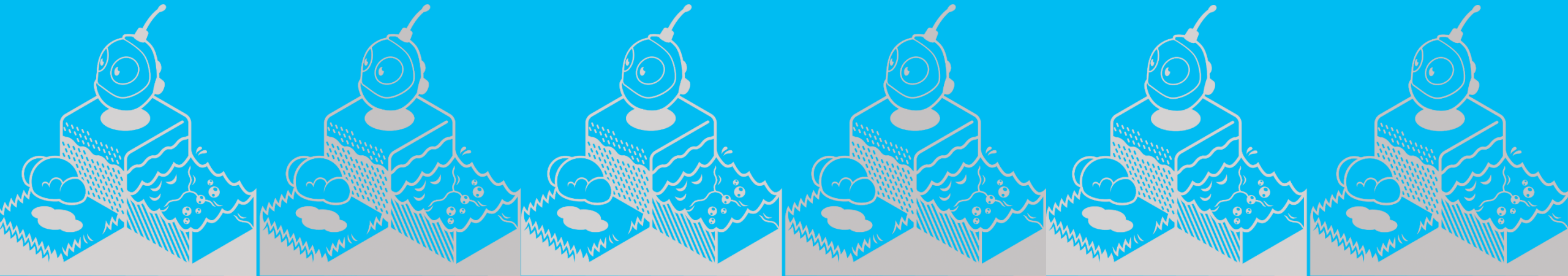


# Reflection

<b>Characters</b>			
My characters are interesting			
My characters are the right size			
My characters add to the fun of the game			
<b>Actions</b>			
My game is fun			
My characters are exciting			
My character actions work			
<b>Directions</b>			
My directions are easy to understand			
My directions are complete			
My directions work when they are followed			

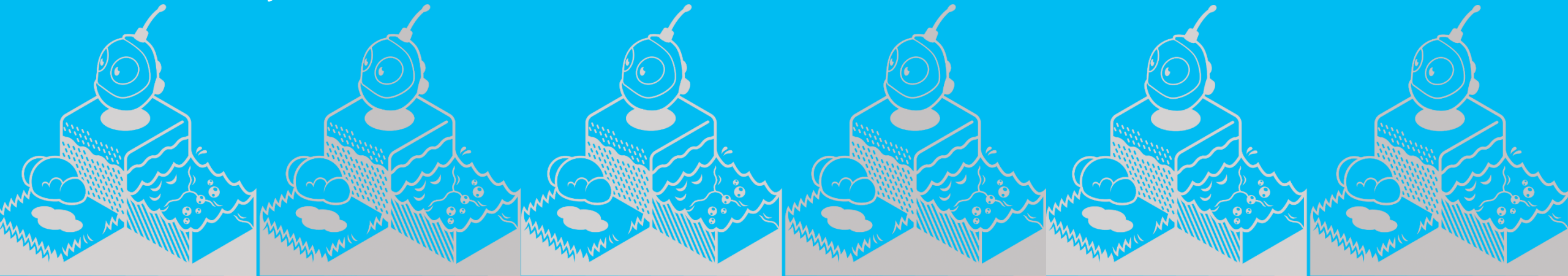
# Parent Gallery Walk

1. Start out by playing the game your student created
2. Look for wows on your Gallery Walk
3. Play each game for 2 minutes
4. Rotate to the next device to play the game and look for wows

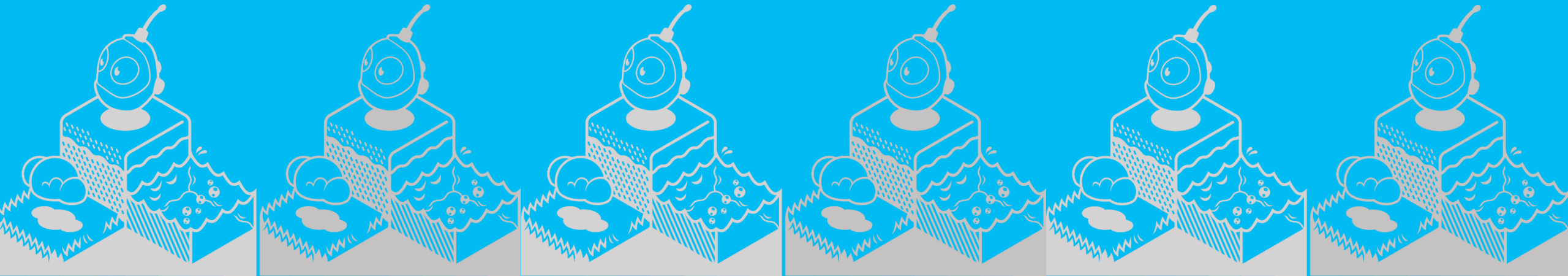


# Review

- What advantages are there in working with a partner to create a game?
- Why is testing an important step in creating games?
- What characteristics make game directions useful?
- What is important to remember when looking at someone's game in a Gallery Walk?



# Questions?



# PLACEHOLDER SLIDE (1 of 2)

Please replace this slide with the current Schedule of Events from your latest marketing kit to promote your upcoming events.

# PLACEHOLDER SLIDE (2 of 2)

Please replace this slide with slides from your latest Marketing Kit to promote upcoming workshops or events. Choose ones that are most appropriate for this audience. Thank you!



# Congratulations

## Kodu Makerspace Certificate of Completion

This award certifies that

\_\_\_\_\_

has participated in and completed the Kodu Makerspace!

\_\_\_\_\_

Instructor

\_\_\_\_\_

Date



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# Thank you!

Please turn in your device. We invite you to return for scheduled events and future camps and workshops.  
Bring your friends along!

