

COURSE OVERVIEW

Subject: Digital Technologies – Game Making

Semester: 1

Teacher/s: Karen Trethewey

Year Group: 7

Course Overview

Wk	Content	Assessment		
		Task	Weight (%)	
			Sem.	Yr
1	Discuss what games you play, why do you enjoy them, what elements make a good game. Brainstorm factors you need to consider when designing games. Set up folders, shortcut to software, download lesson outlines.	Prepare folders and software		
2	Play games made using the GameMaker software. Discuss their “playability”, target audiences, various elements. Choose one game, evaluate it and make suggestions for improvement. Discuss findings in small groups. Reflect on your answers and begin collecting ideas for your game.	INVESTGATE Section A	10%	
3	In small groups discuss your game ideas. Complete the planning sheet – section B (one room) Begin searching for appropriate sprites, objects, backgrounds, sounds.	DESIGN Section B	10%	
4 - 7	Set up room 1, edit sprites, add objects, set variants, change backgrounds, add points/rewards, set up strategies.	PRODUCE	20%	
8-9	Share and play each other’s games. (One room) Provide feedback to each other and discuss ways to improve the games. Complete a self-evaluation of your room. Annotate changes and improvements.	EVALUATE Section C	10%	
10-12	Create extra rooms, modify and improve as you work. Continue to add different strategies and elements.	PRODUCE	40%	
13	Share and play each other’s games. (Multiple levels) Provide feedback to each and discuss ways to improve the games. Complete a detailed evaluation of your game.	EVALUATE Section D	10%	

Game making lessons are one part of the Digital Technologies course. Game making will form 40% of your total mark.

Course content may be modified and changed to meet the needs of students.

COURSE OVERVIEW

OUTCOMES AND EXPECTATIONS:

Welcome to Year 7 GameMaker. The Game Maker software requires you to problem solve, experiment with different strategies and select and apply appropriate variables to create games. You will be taught the basic software tools, but it will be your responsibility to use your imagination to design interesting and innovative games. You will be shown examples of good designs, will plan your games, share and play each other's games and evaluate the final products. You will be expected to continually assess and modify your game as you develop and improve it. Thinking creatively and critically is an important part of the course and you will be expected to express original ideas.

The College's Electronic Devices Policy applies to all use of equipment in this subject. All work must be saved to the College's network to ensure that it is backed up.

MATERIALS

- Thumb drive

ASSESSMENT:

Your assessment will be based on the following:

- Participation, enthusiasm, imagination
- Completion of all tasks
- Ability to problem solve and think creatively
- Final Game (see attached evaluation sheet)
- Investigations and responses – peer evaluations and self-evaluations

ASSESSMENT POLICY

1. Assessment tasks that have not been completed to the best of a student's ability (e.g. Untidy presentation, no indication of proof-reading / poor spelling or grammar, illegible writing) will be returned for rectification and submission the next school-day, with loss of 5% of allocated marks (rounded up to nearest whole mark)
2. At the time an assessment task is assigned, a DUE DATE will be notified.
3. Failure to complete or submit the assessment task on the due date *without reasonable cause as notified in writing by a parent/carer* will incur:
 - Late 1 school-day: *Loss of 10% of allocated marks (rounded up)*
 - Late 2 school-days: *Loss of 20% of allocated marks (rounded up)*
 - Late 3 school-days: *The work will not be accepted and parents notified (E-mail or 'phone)*
4. When a student is absent on the day an "in-class" assessment task is administered, s/he will be:
 - a. expected to complete the assessment task at the earliest opportunity that is convenient for both student and teacher, *provided the absence is Authorised within the meaning of the Education Act* (i.e. An 'R' or 'E' absence code is entered for the entire day in the College's absenteeism records)
 - b. deemed to have not completed the assessment *if the absence is unauthorised*, with a mark of 0 awarded for that assessment