Kodu Makerspace
Learn to make your own games!

Session 3
Camp guidelines:

• Have fun!
• Respect the camp area 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
Session 2 review

- Character menus
- When... Do... programming
- Redesign a game
Icebreaker: Tweak your game design review

• What is one thing you can do to make your game more fun?
• What is the second thing you would like to add?
• What is one more thing you could change?
Kodu Makerspace Session 3

- Present your game to other campers
- Gather feedback
- Revise your game
Questions we’ll answer today:

• What ideas do you have to improve the plans for your game?
• How will you work with a partner to create a game?
• How will you tell others about your game?
• How will others be able to give ideas to improve your game?
• How can you make your game better with ideas from others?
How we’ll answer the questions:

- Evaluate your ideas for revising your plan
- Work with a partner to create a game
- Share your game plans
- Get ideas for your game from other campers
- Get help with your game
- Make changes to your game
Setting the stage

• Flashy Fishbots?
• Boku’s Amazing Race?
• Air Delivery?
• Roles:
  • Map Reader
  • Driver
Collaborate to design a working game

- It’s time to make changes to your working game!
- Use your game plan to change the game
Saving changes

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
Progress Check

• Check off the elements completed
• Put a star next to the ideas you liked the most
• List one problem you encountered
Break time!
First Draft Show and Tell activity checklist

• The goal of our game is...
• The elements in the plan that were completed...
• The two ideas we liked the most are...
• One problem we encountered that we may need additional help with is...
Show and Tell demo

• Let me “Show and Tell” you about my game, Fishbots Plus
It’s your turn: Show and Tell

- Decide who is the Driver and Map Reader
- Work as a team to present your game
Wows, Wonders and Wants feedback

- **Wows**: a sincere praise
- **Wonders**: a suggestion for making game better
- **Wants**: an offer to help the team
Consider Feedback

• What ideas did you like?
• What ideas are possible to include in the time left to work?
• What idea is your number one priority?
Seeking experts

• Do you want to give help?
• Do you want to get help?
• Make changes to your game
Tweak your game design

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
Review

• What was the best part of working with a partner?
• How did you feel during the First Draft Show and Tell?
• What cool ideas did you get from others that you’re going to use in your game?
Questions?
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)

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Thank you!

See you next time at Session 4, where you will finalize your games by incorporating ideas from feedback and adding directions for users!