Kodu Makerspace
Learn to make your own games!

Session 3

Microsoft

Camp guidelines:

- Have fun!

- Respect the camp area and the things in it

- Respect each other and the camp leaders
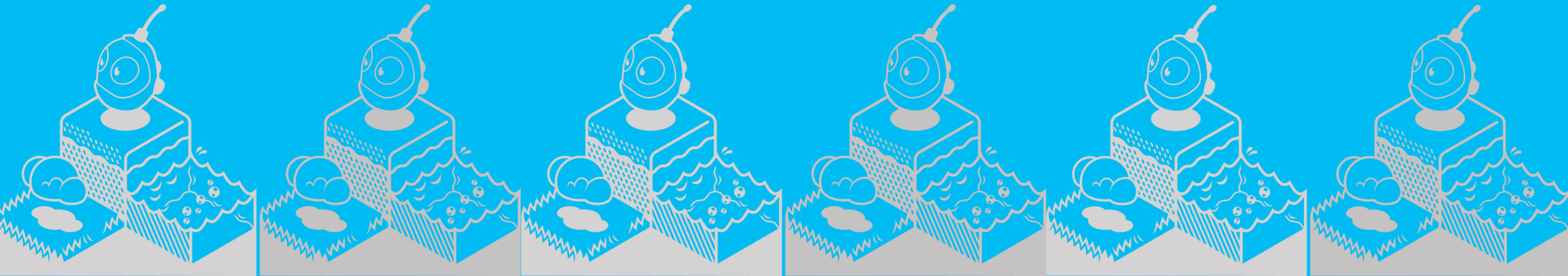
- Don't leave the camp area

Student Workbook and device care

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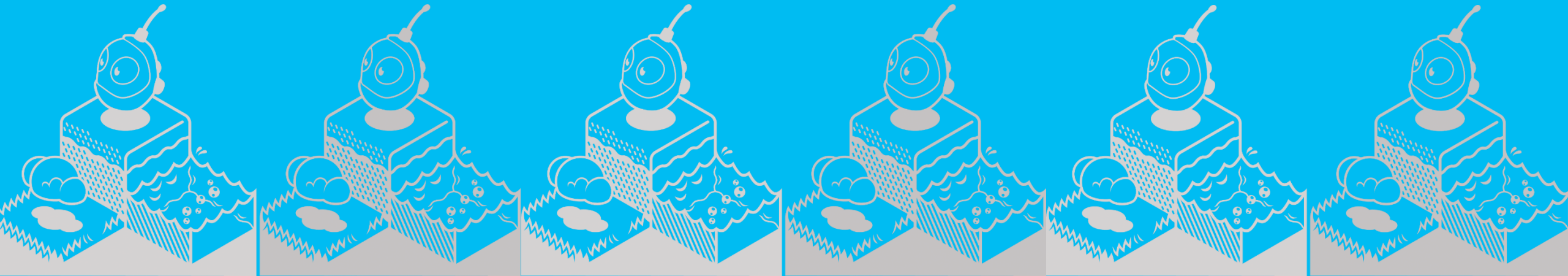
- Be sure to take care of the device

Session 2 review

- Character menus

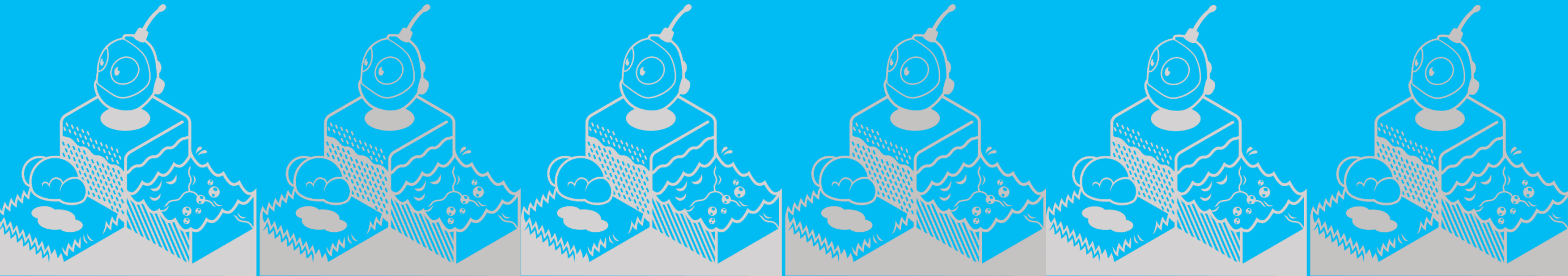- When... Do... programming

- 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?
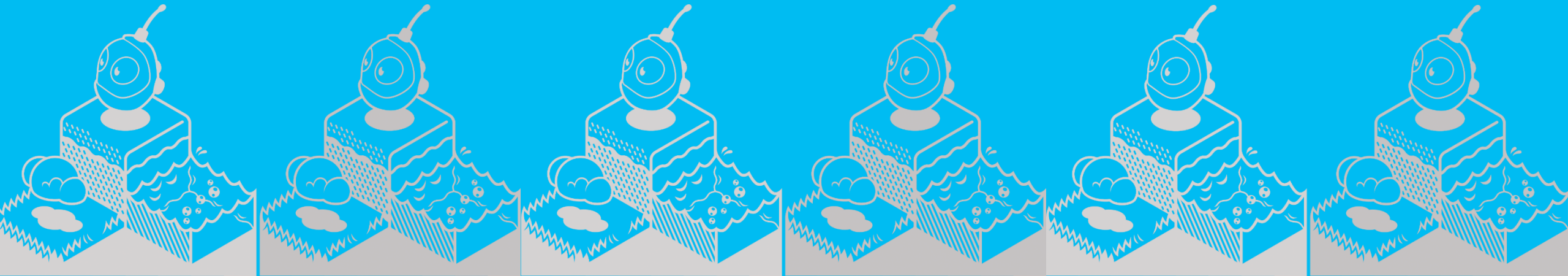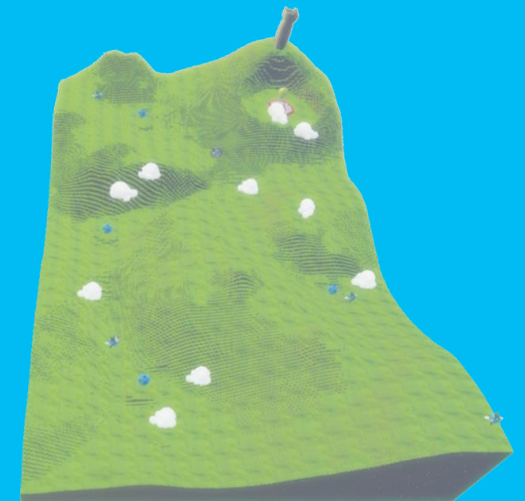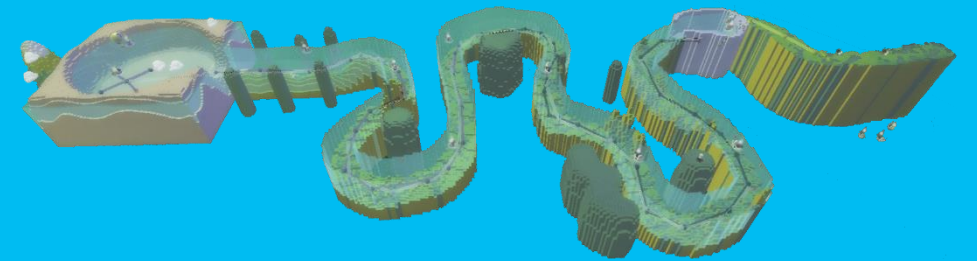
How we'll answer the questions:

- 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

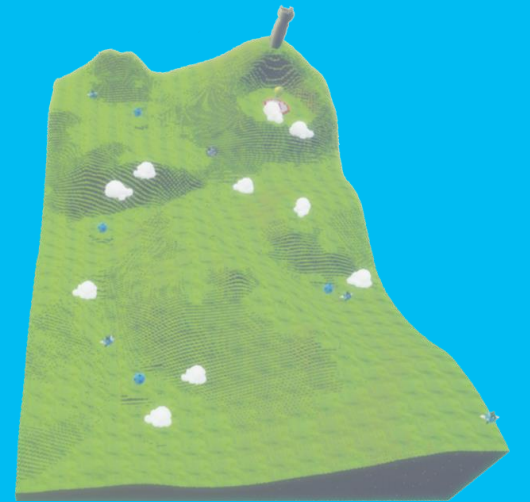- Get help with your game
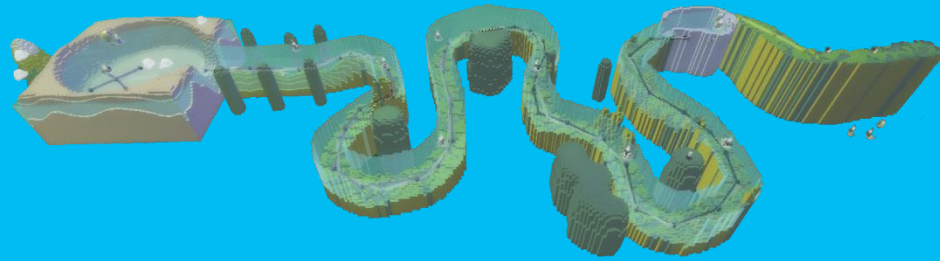
- Make changes to your game

Setting the stage

- Flashy Fishbots?

- Boku's Amazing Race?

- Air Delivery?
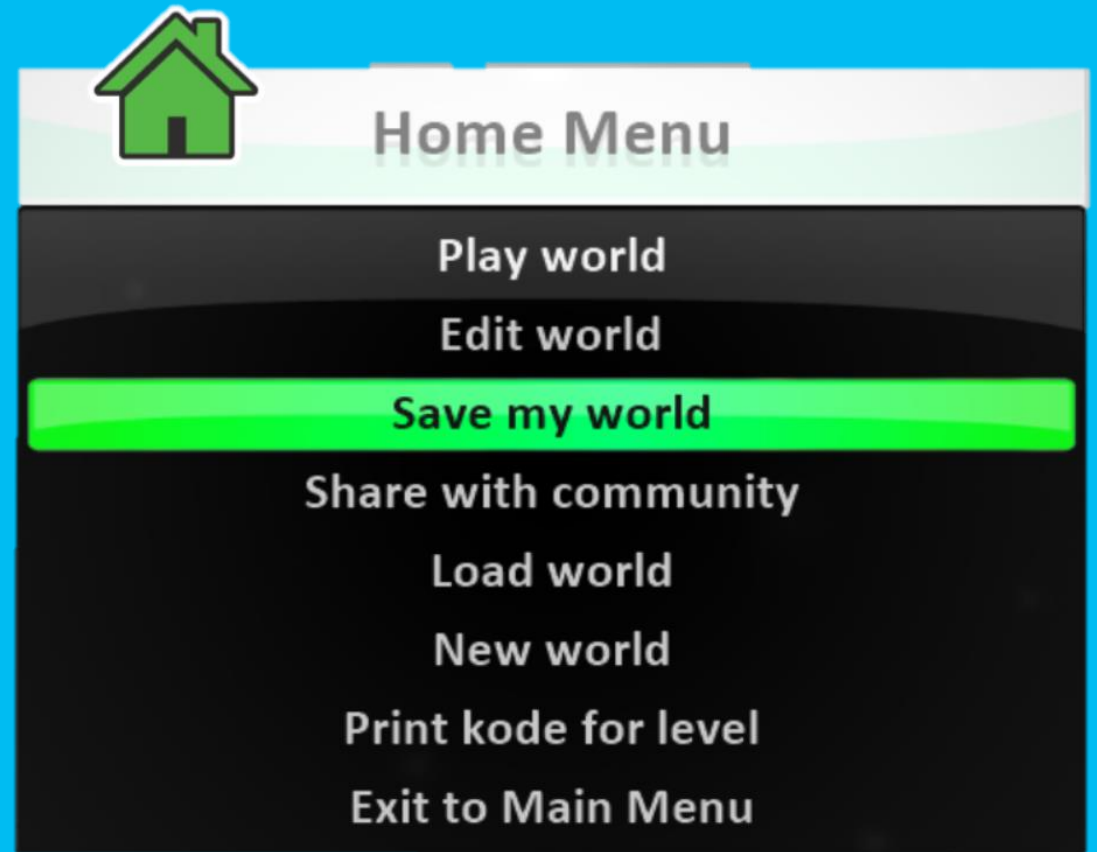
- Roles:

  - 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
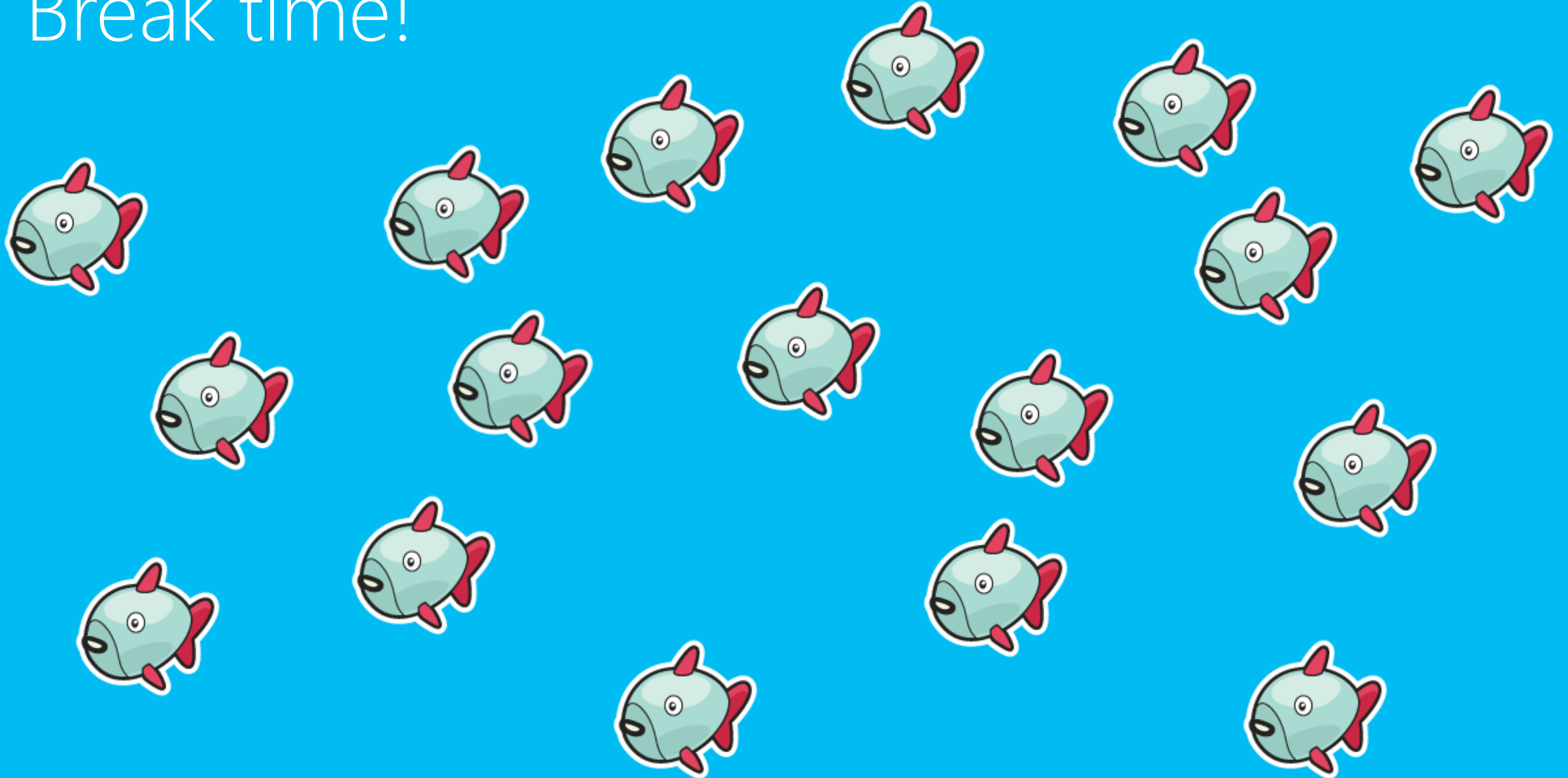6. Revise the Description
7. Click Save

Progress Check

- Check off the elements completed

- Put a star next to the ideas you liked the most
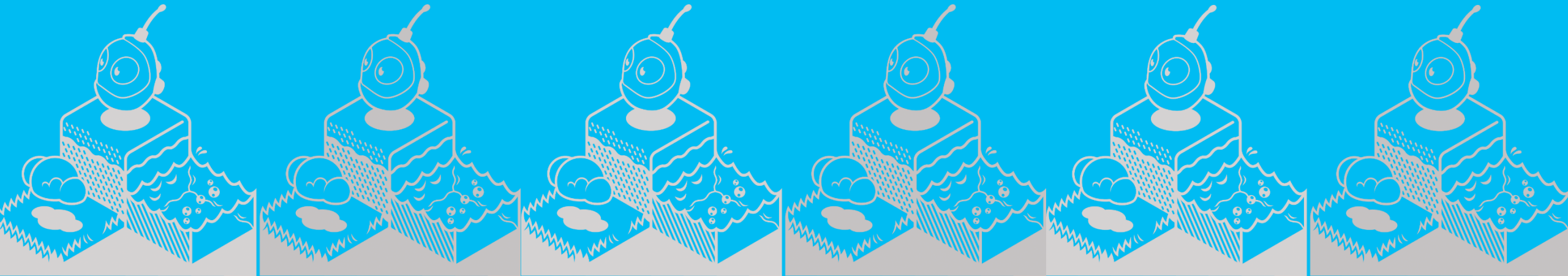
- List one problem you encountered

KODU
GAME LAB

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...

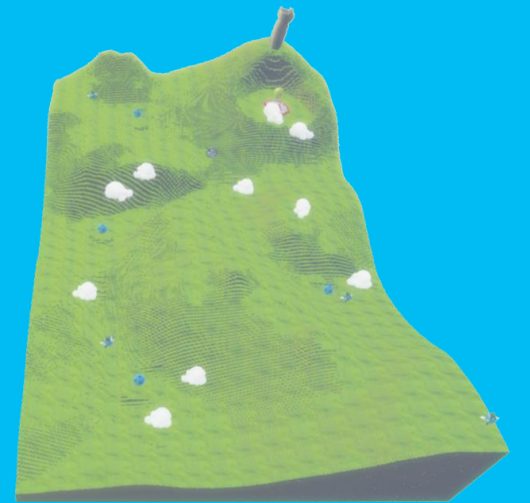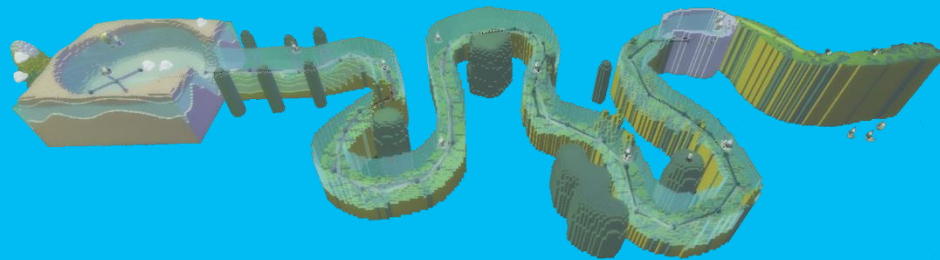- One problem we encountered that we may need additional help with is...

Show and Tell demo

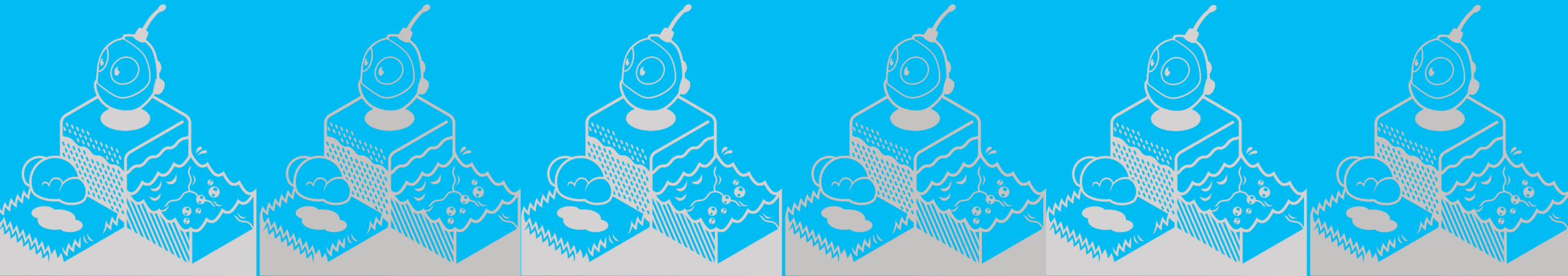- Let me "Show and Tell" you about my game, Fishbots Plus

It's your turn: Show and Tell

- Decide who is the Driver and Map Reader
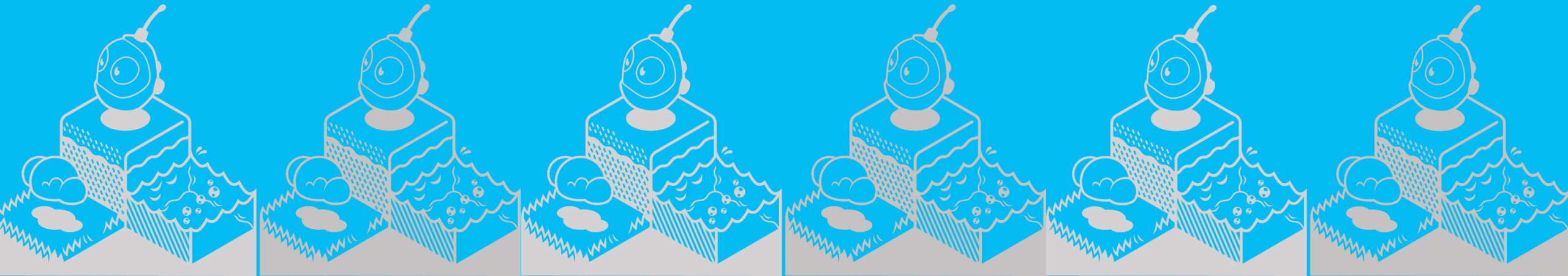- Work as a team to present your game

Wows, Wonders and Wants feedback

- **Wows**: a sincere praise

- **Wonders**: a suggestion for making game better
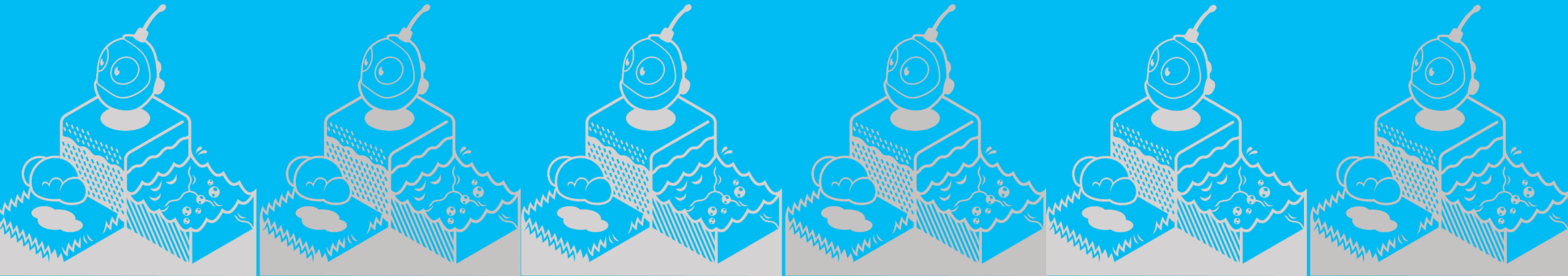
- **Wants**: an offer to help the team

Consider Feedback

- What ideas did you like?

- What ideas are possible to include in the time left to work?
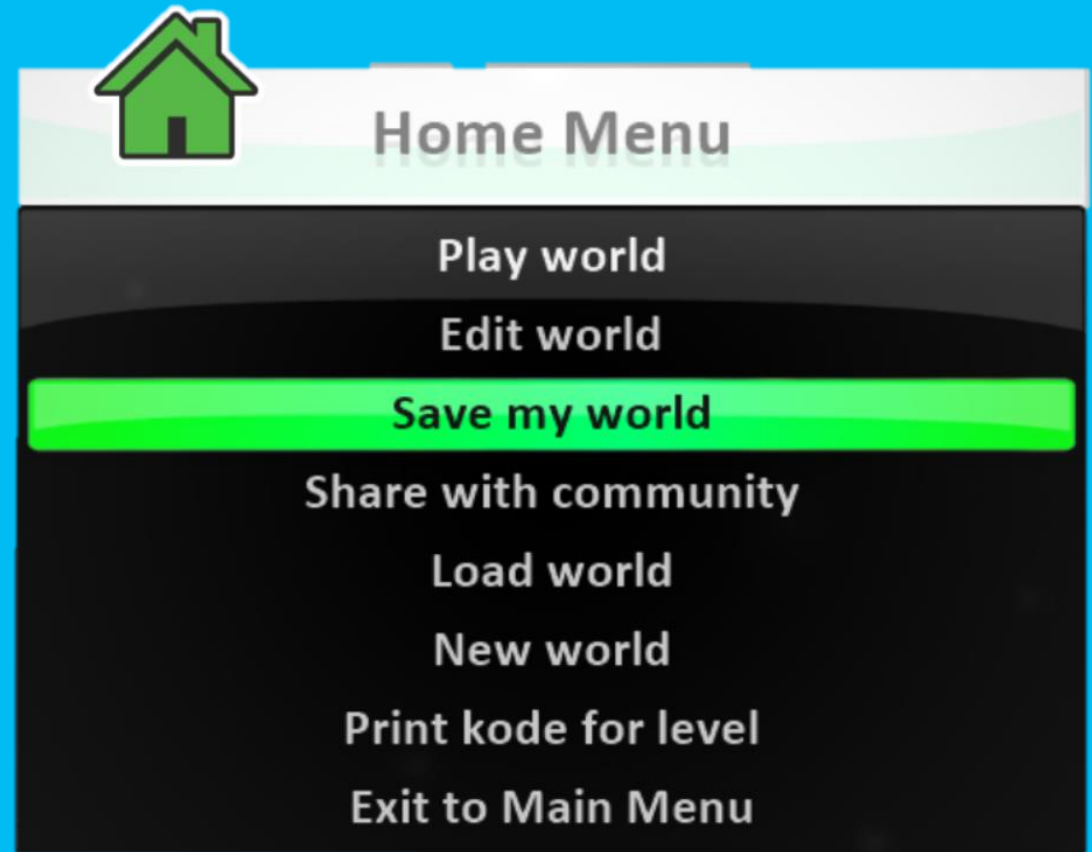
- What idea is your number one priority?

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
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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

Home Menu

Play world
Edit world
Save my world
Share with community
Load world
New world
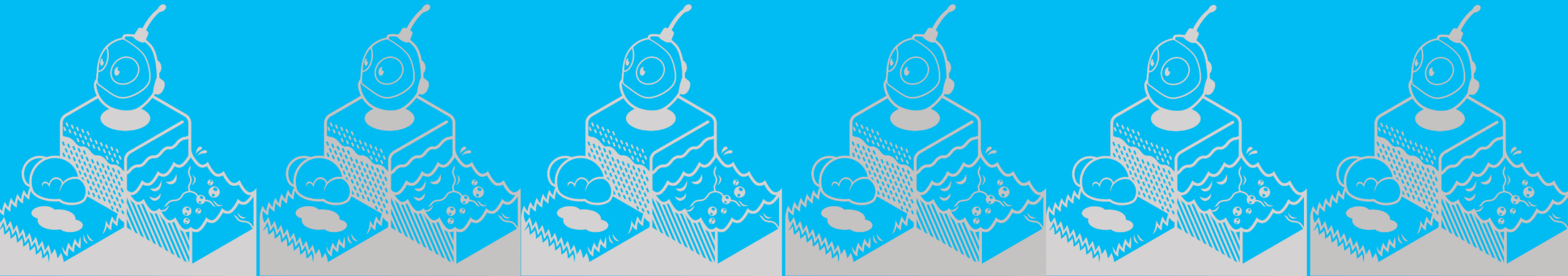Print kode for level
Exit to Main Menu

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?
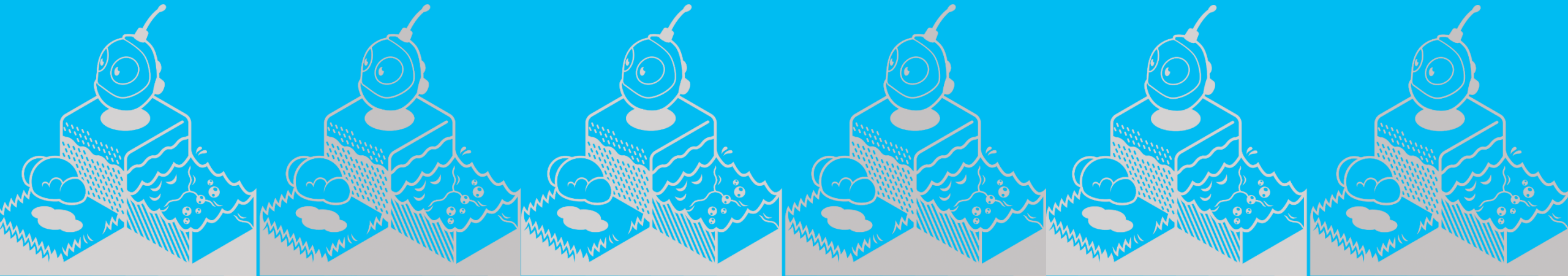
Questions?

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.

Microsoft

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!

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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!

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