

Kodu Makerspace

Learn to make your own games!

Session 2



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

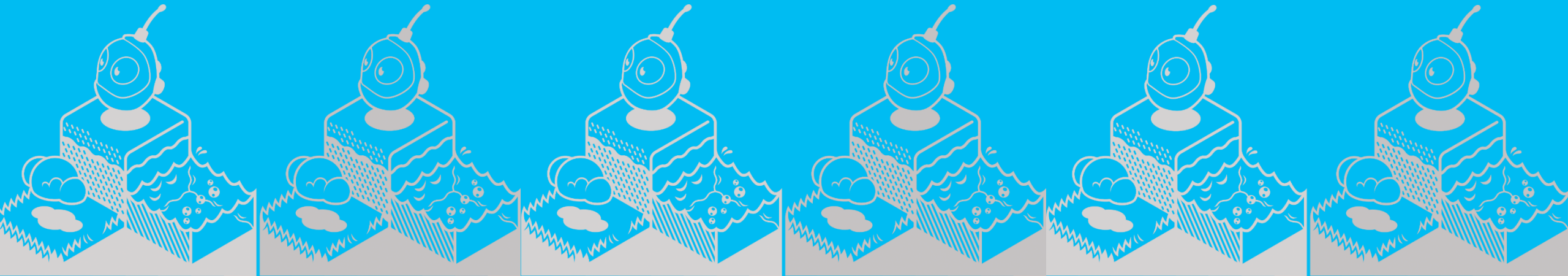
Student Workbook and device care

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



Session 1 review

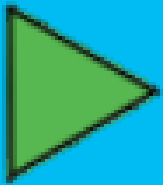
- Play a Kodu game
- Navigate menus
- Describe When... Do...
- Follow a tutorial
- Communicate ideas



Icebreaker: Let's Review the When...Do...



- Home Menu



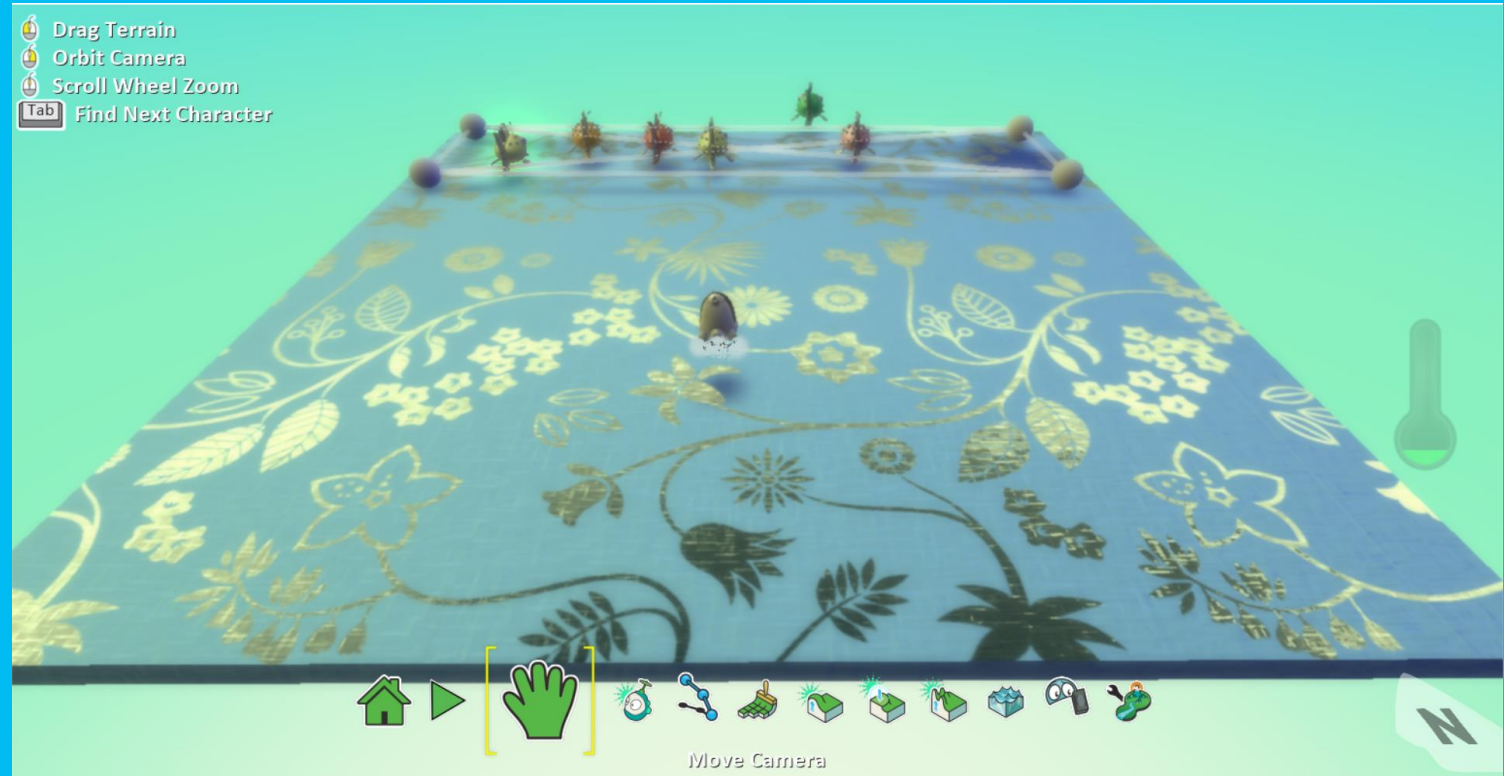
- Play Game



- Move Camera

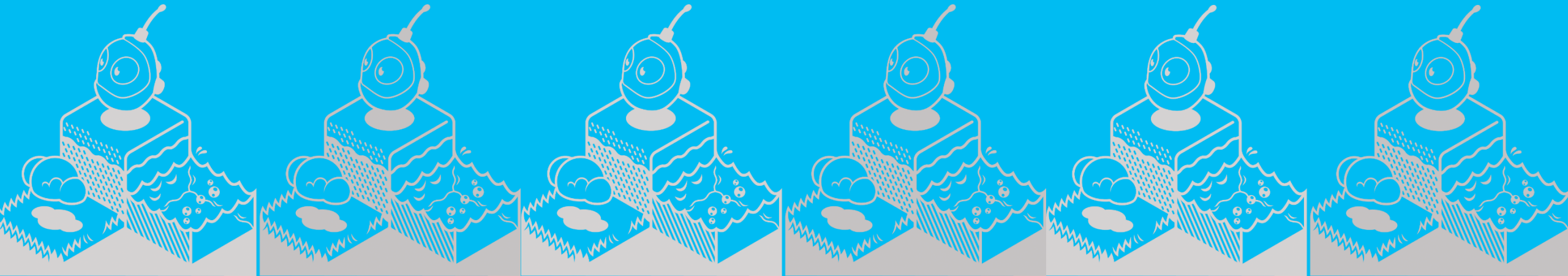


- Object Tool



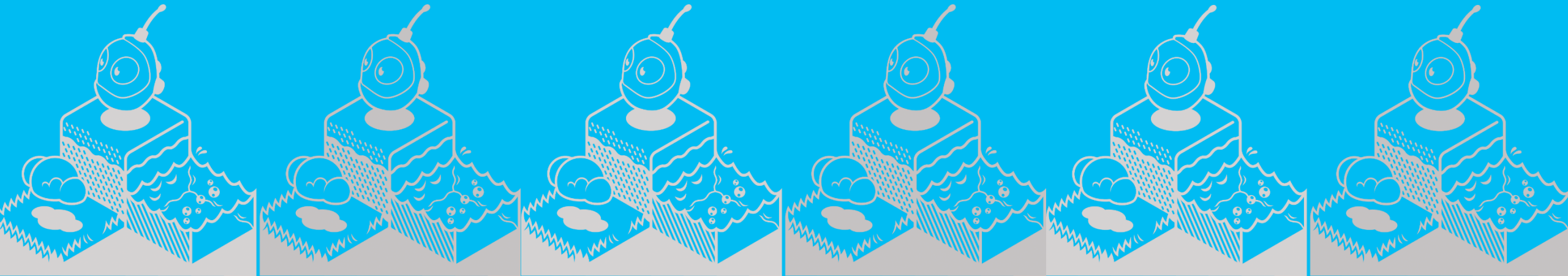
Kodu Makerspace Session 2

- Redesign a game
- Present your ideas
- Gather feedback
- Revise your game



Questions we'll answer today:

- What new things can learn about the character menus?
- What new things can we learn about the When...Do...form?
- What ideas do we have for redesigning one of the games we've played?
- What cool ideas will others have for our game plans?



How we'll answer the questions:

- Summarize character menu and when...do... construct
- Apply the When... Do... form
- Navigate the menus associated with characters
- Collaborate to create a game design
- Communicate ideas to peers
- Consider and incorporate feedback



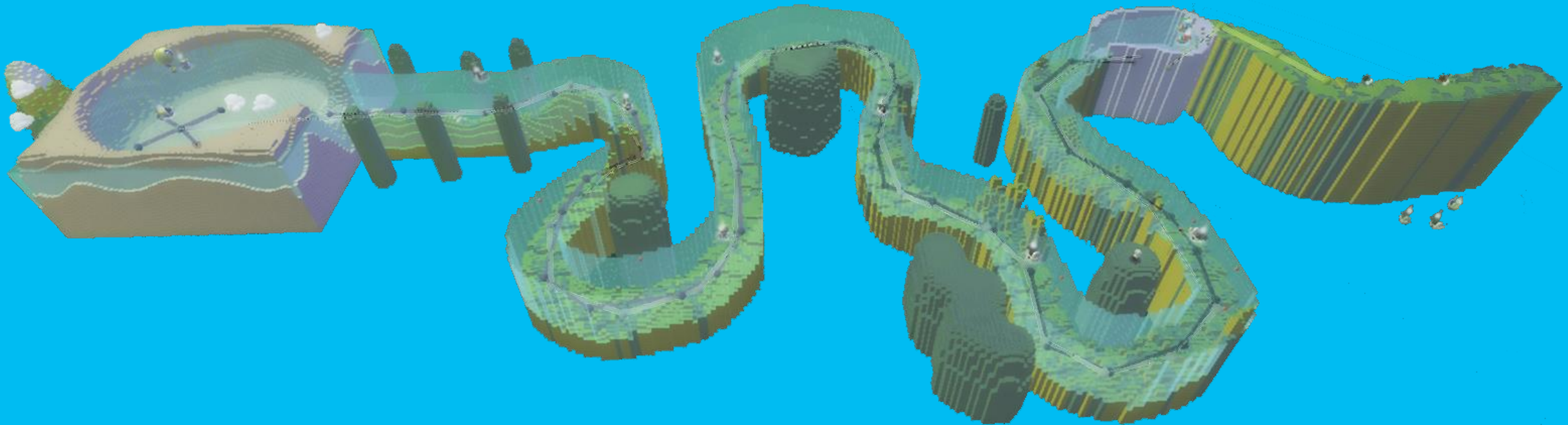
Step by step: Boku's Amazing Race

- Load World
- Search for Boku's Amazing Race
- Read about the game



Kodu Game Exploration: Boku's Amazing Race

It's time to explore Boku's Amazing Race

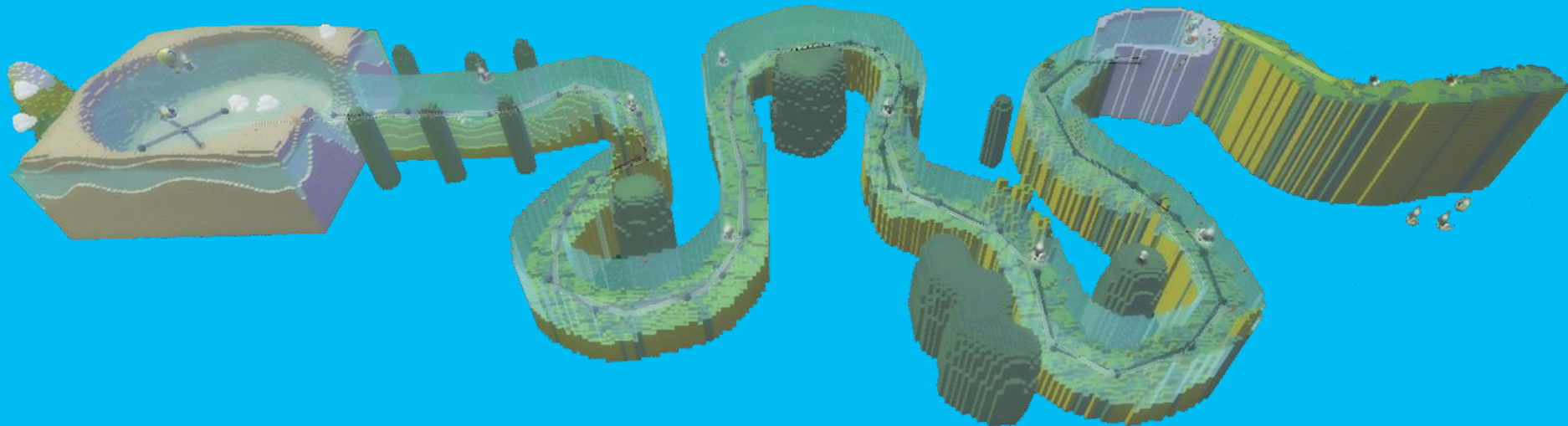


Find the When...Do... situations

- Identify one When...Do... that happens with Blue Kodu
- Identify one When...Do... that happens with Red Kodu
- Identify one When...Do... that happens with any Boat

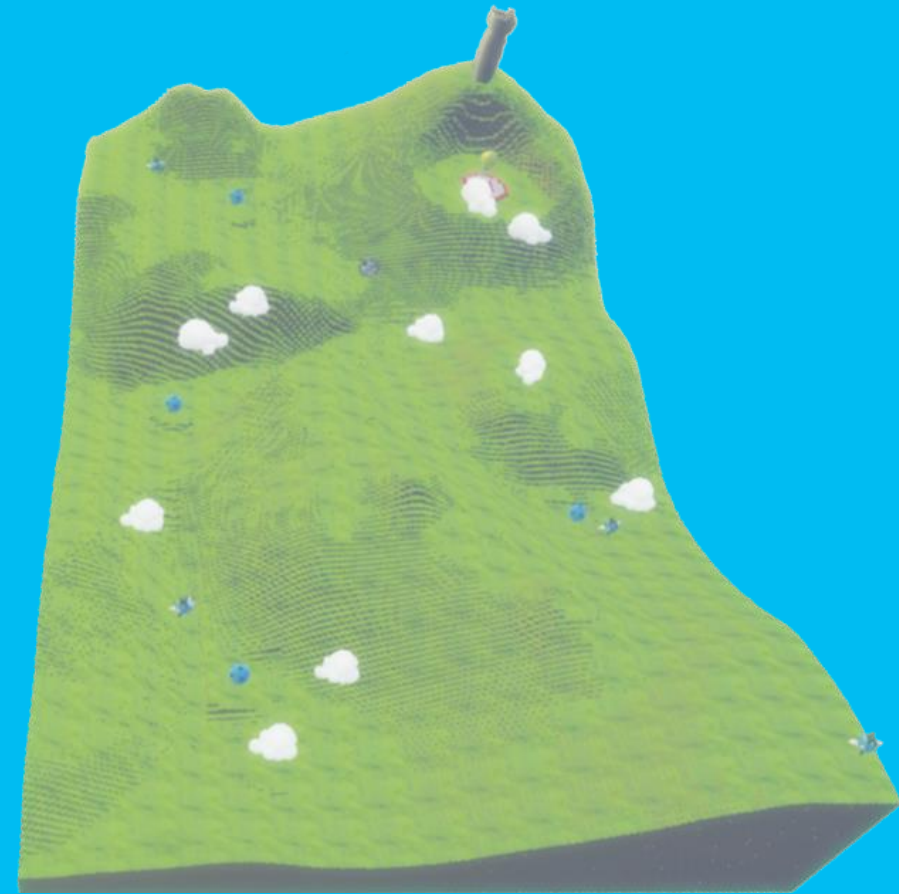
Let's Revise Boku's Amazing Race

- Add an Object
- Add a new line of code
- Add characters and actions



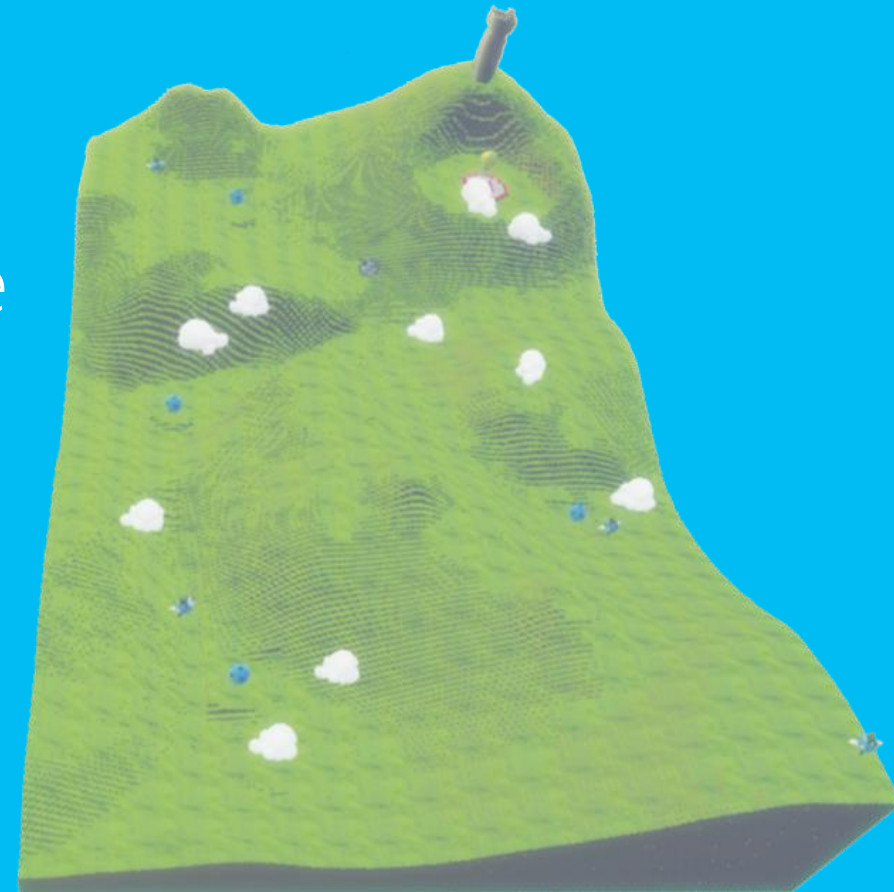
Air Delivery: Game and tutorial

- Sample games can be played for fun
- Tutorials teach you about programming
- Follow the Air Delivery Tutorial



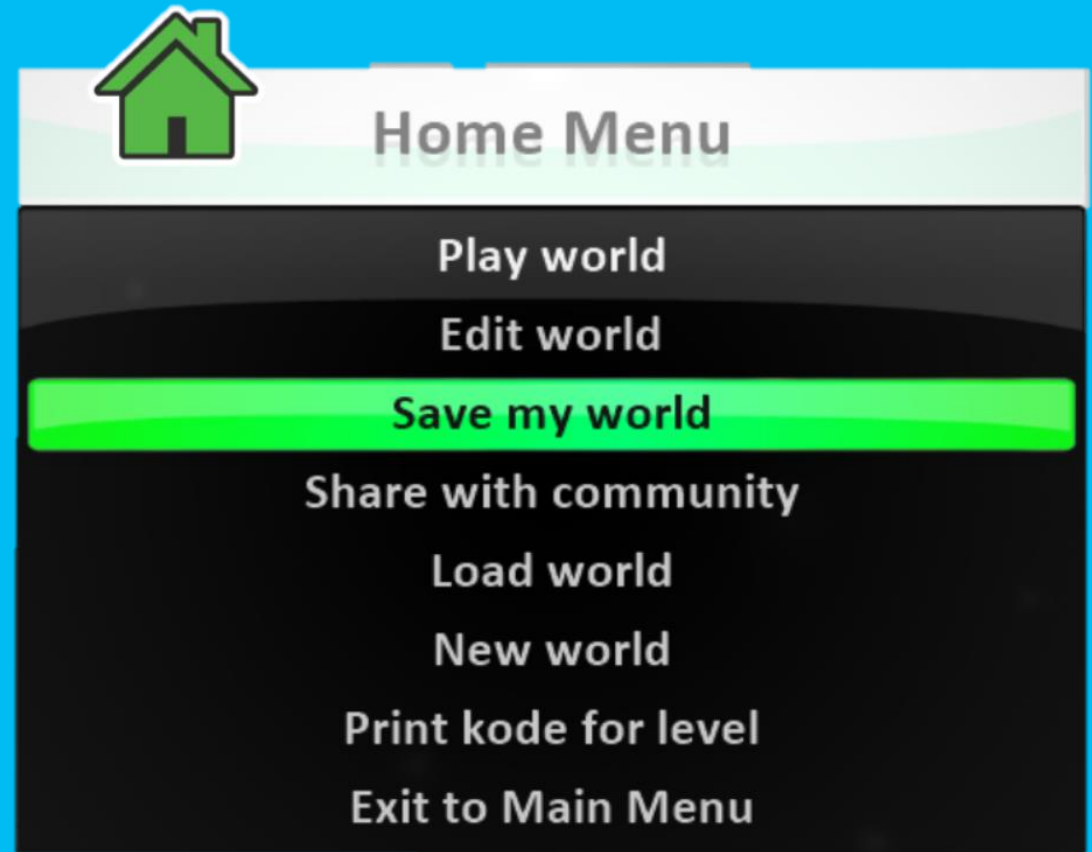
Air Delivery Tutorial

- The Map Reader is the partner who reads the instructions on the screen
- The Driver is the partner who enters the code described in the instructions



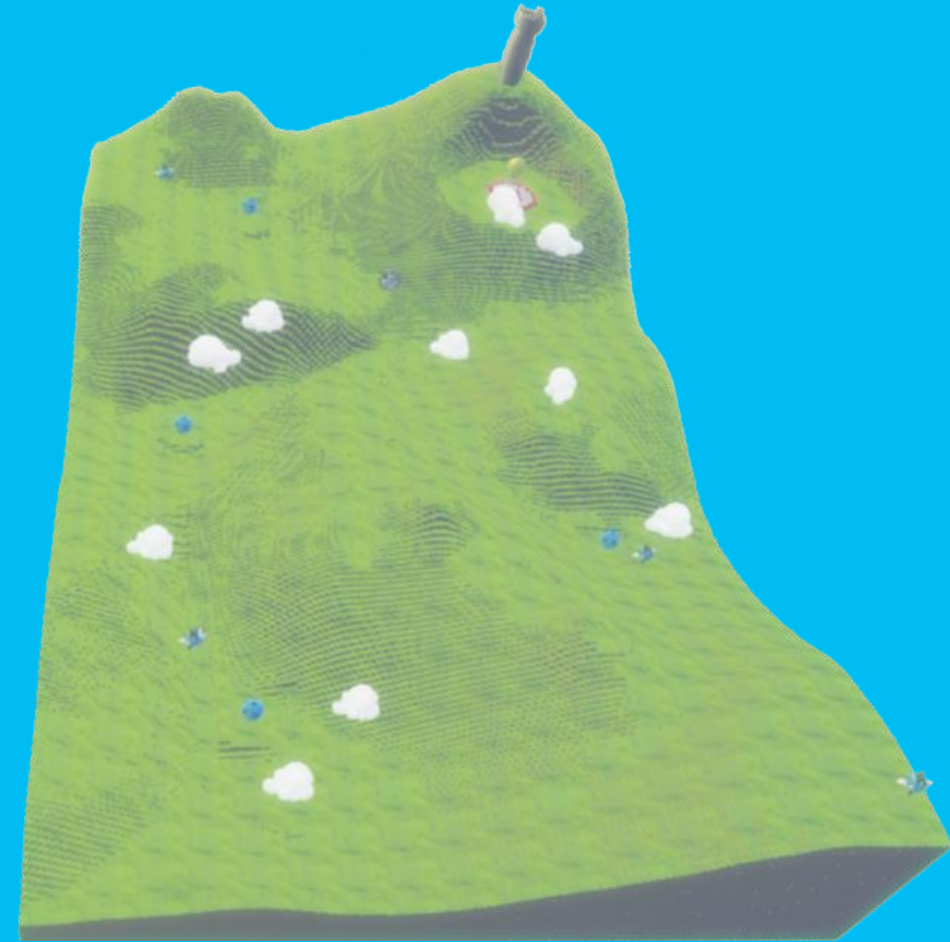
Saving changes to Kodu

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



Air Delivery Complete

- Let's play the Air Delivery game



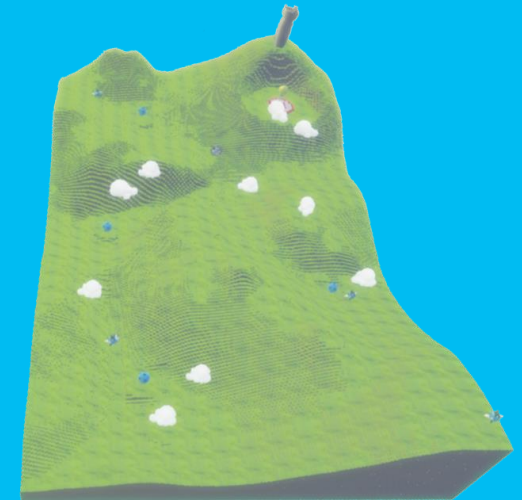
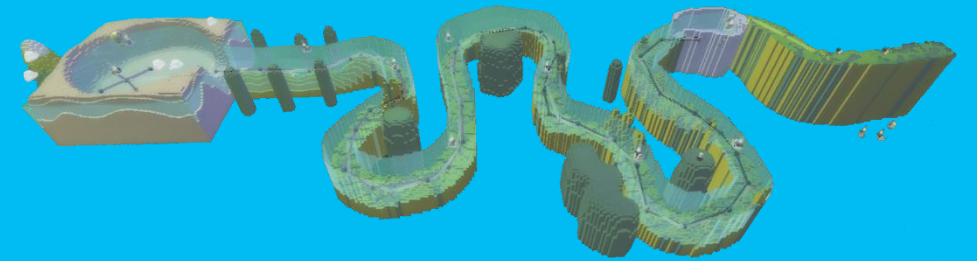
If you could change anything...

- If you could change anything about the appearance of the objects or characters, what would it be?
- If you could change anything about the actions, what would it be?



Let's Design a Game...

- We've played:
 - Flashy Fishbots
 - Boku's Amazing Race
 - Air Delivery
- Now it's time for you to design a game!



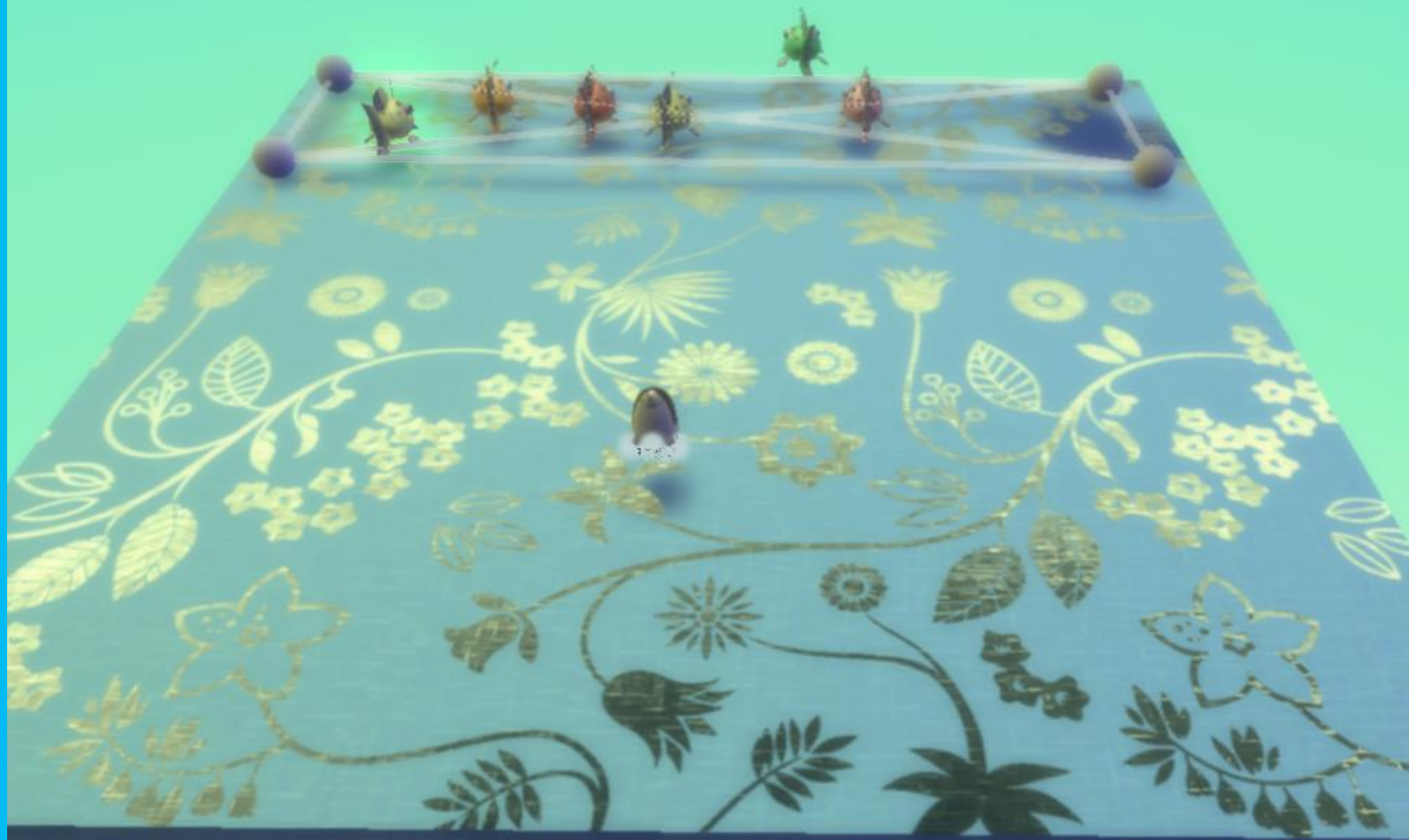
Game Changer... Six Steps

1. Start
2. Sketch
3. Prepare
4. Present
5. Ask
6. Tweak

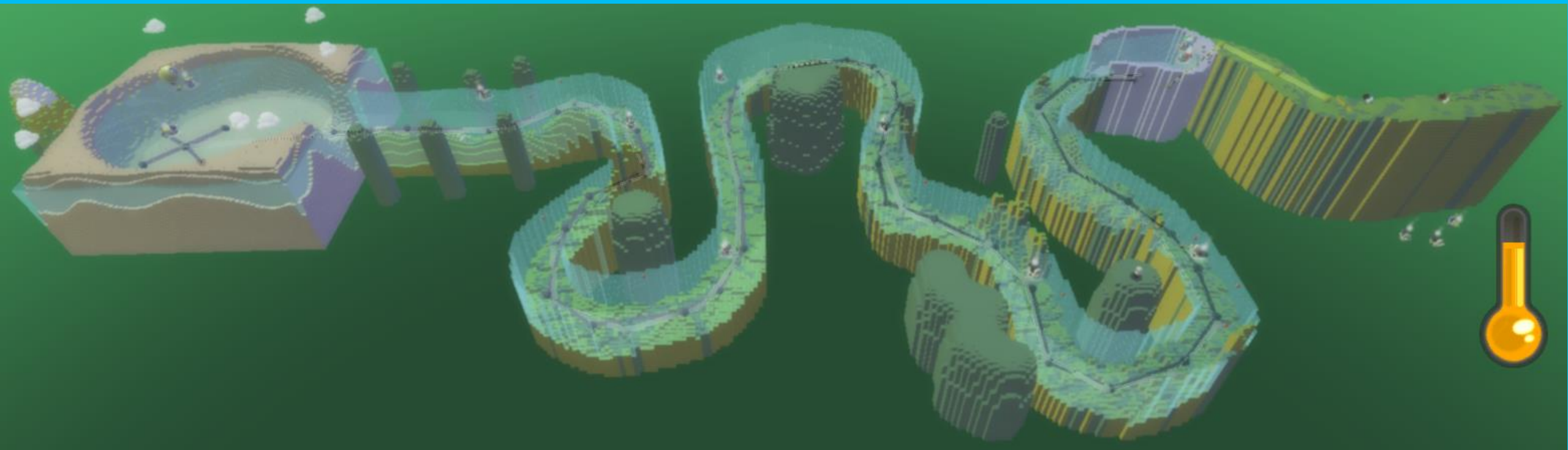


KODU
GAME LAB

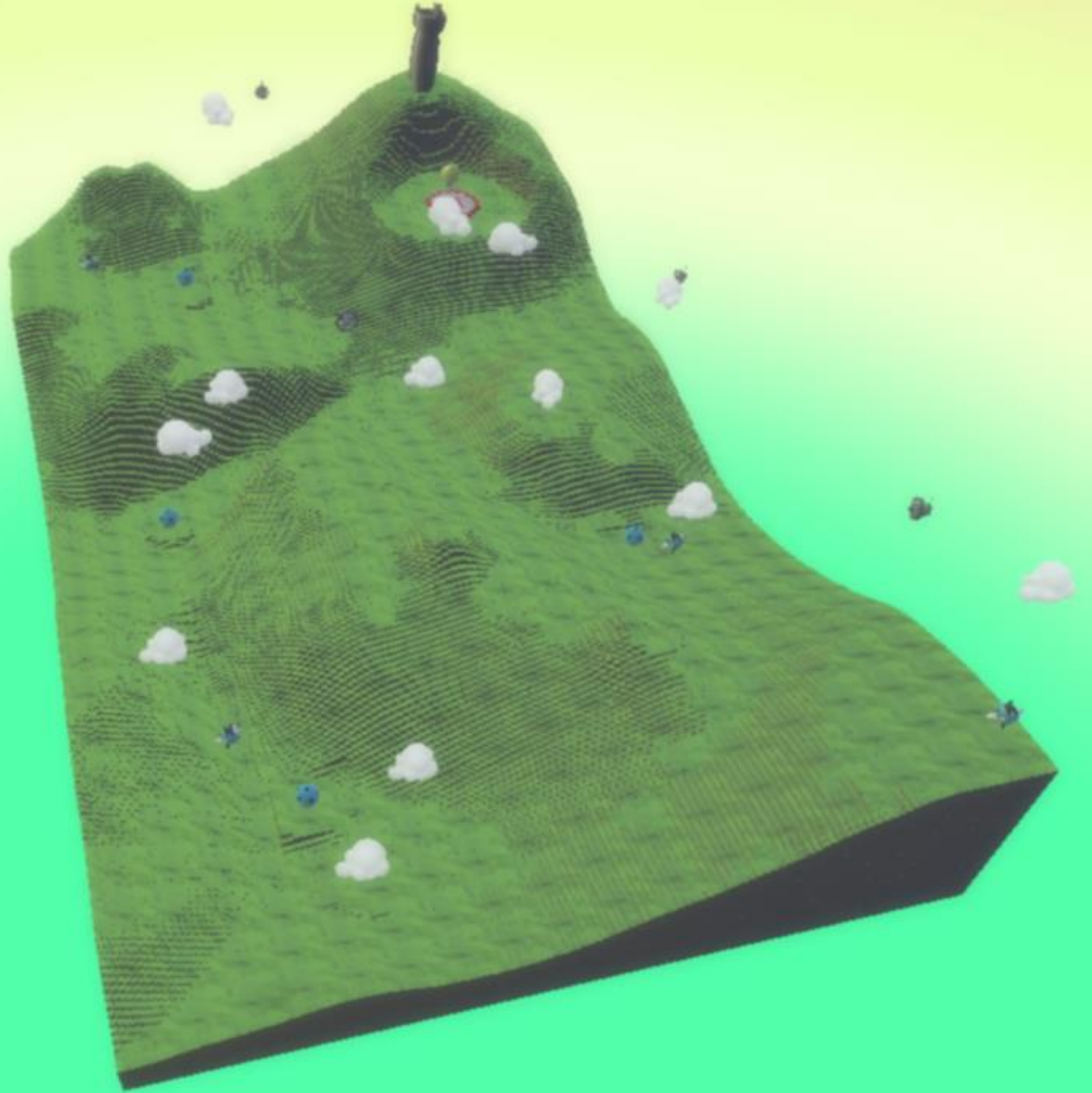
Flashy Fishbots



Boku's Amazing Race

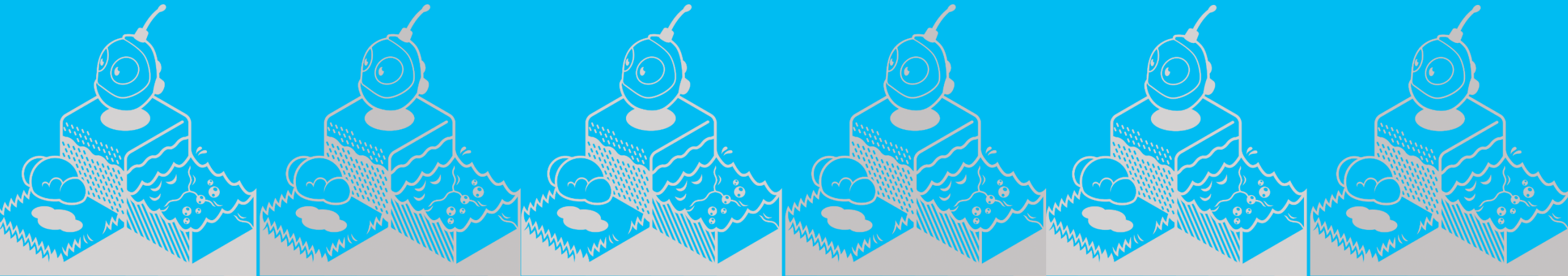


Air Delivery



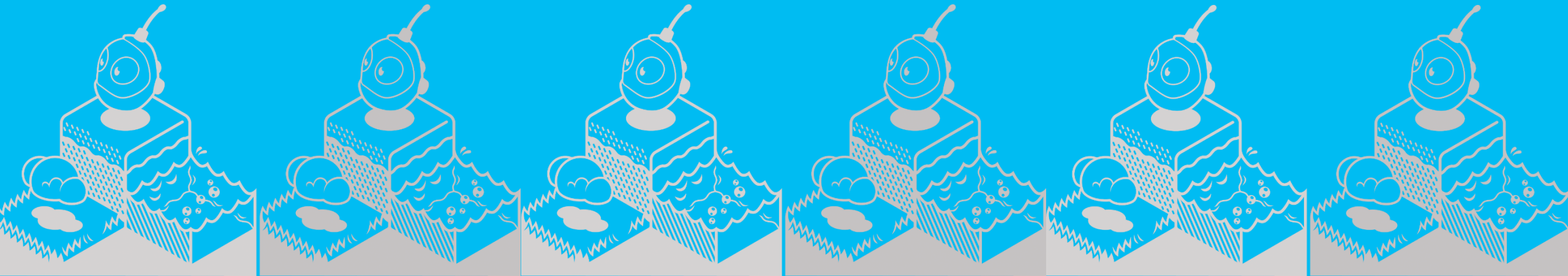
Design Tweaking

- Determine three ways to tweak your design

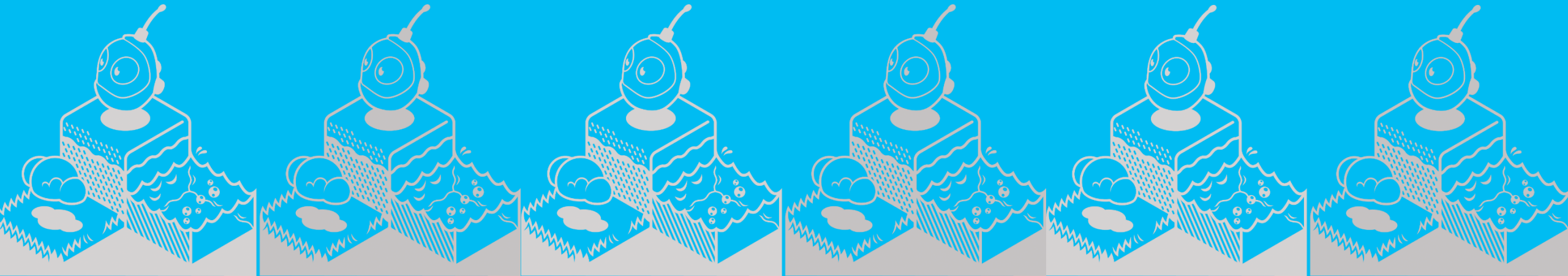


Review

- What new things can we learn about the character menus?
- What new things can we learn about the When...Do... form?
- What ideas do we have for redesigning one of the games we've played?
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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!

Thank you!

See you next time at Session 3, where we will begin transforming your game plan in to a working game!

