# Play 0.1 – Welcome to the Club!

This session is all about the big picture. The lesson will start with an ice breaker activity, followed by an overview of what the students can look forward to during the next few months. The students will be introduced to the iDesign PlayBook, and will go through the process of signing up for an account.

Lesson Activities

This session may take 1-2 club meetings.

- Attendance
- Student Survey
- Ice Breaker Game
- Club Etiquette & Guidelines
- Introduction to Gamestar Mechanic
- Introduction to Scratch
- Introduction to Tale Blazer
- National STEM Video Game Challenge
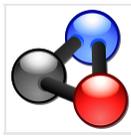
STEM Semantics & STEM Interests Survey

Please find the instructions for administering the survey here or as a pdf here.

The student surveys can be found here.

It should take no longer than 15 minutes to run the survey.

Name and Movement, Ice-Breaker

The purpose of this game is to learn everyone's names and test everyone's memory!

Get everyone into a circle. Have one person start off by saying their name and doing a movement to go along with their name. The next person must repeat the name and movement of all those that came before.has to repeat everyone else's name and movement who came before them before doing their own. In the end, see who can remember everyone's name and movement.

Club Etiquette and Guidelines

There is so much to do, and so little time. It is important for the students to know what is expected of them. Present the students with the four

guidelines, *One Mic, Safe Space, Participation, PBT – People Before Technology*, and ask them what they think the guidelines mean.

One Mic

When someone is talking, everyone else should be listening. Ask students to come up and demonstrate this, by sharing something about themselves to the class.

Safe Space

Draw a box on the board, or a large sheet of paper. Ask the students about some things that make them feel safe. As the students give
answers write them inside the box. Ask the students about some things that make them feel unsafe. As the students give answers write them outside the box. This program is a safe space.
It is up to all of us to make sure it stays that way.

Participation

Ask the
students to describe participation without using the word participation.

PBT, People Before Technology

Give priority to people when they are speaking
and move away from the technology we are using.


What, How and Why

What

This club is all about making games. Over the next few months we will introduce the different parts of a game, the process that is used to design games and how to take a design and turn it into a game you can play and share with your friends.

How

To become game designers we will need to use many techniques and tools. One of the techniques that we will use is to take games we already know, and turn them into new games. As far as tools go, we will be using many programs that will allow us to make computer games, such as Gamestar Mechanic and Scratch.

Why

So why do we make games? To create a whole new world? To tell a fantastic story? We can do these and much more. We can also use games to tell a story about our lives. Or to share our interests and passions with others. Even to help people and communities we care about solve problems. There is no limit to what we can do with games.
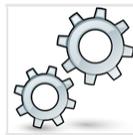
Quick Look at Gamestar Mechanic

To introduce the students to Gamestar Mechanic, demonstrate one of the games that were made by a member of the Gamestar Mechanic community. Tell the students that they will be able to make games on their own within a few weeks.
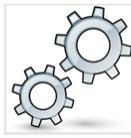
Quick Look at Scratch

Introduce the students to Scratch by demonstrating a game made by a member of the Scratch community. Tell the students that Scratch is the game development platform they will be using, after Gamestar Mechanic.

Quick Look at TaleBlazer

Introduce the students to Tale Blazer by demonstrating a game made by a member of the Tale Blazer community. Tell the students that Tale Blazer an augmented reality (AR) software gaming platform. Games created in Tale Blazer combine the real world with the digital world with a mobile device.

Introduction to TaleBlazer

National STEM Video Game Challenge

There are many contests for game designers. The National STEM Video Game Challenge is one of them. Discuss the idea of having the students enter one of their games in the competition.

National STEM Video

Introduction to the Design Journal: iDesign PlayBook

The iDesign PlayBook is a space where the students will be able to record their ideas and share their creations with the rest of the club. They will also be able to use the iDesign PlayBook to organize a team, and work together on projects. Help the students create their iDesign PlayBook accounts.

The iDesign PlayBook can be found by following this link:
http://idesign.hofstra.edu/huidesign/nsf_idesign/signin/sign_in.php