



## IMPACT GAMES WITH GIRLGUIDING CYMRU

### What is the project?

We are offering a free computer games making course comprising of 5 sessions. The sessions will run over Zoom, and your troop will be partnered with a Science researcher who will explain what their work is, the troop will choose an aspect of that work to turn into a game.

At the end of the project your group will have helped create a game that will be showcased online and at Cardiff's Science Festival in February 2021.

### What is the purpose of this project?

We want to inspire the young people in your groups to think about careers in Science and Technology that they may have never considered. We partially want to work with young people who would never consider study or a career in science.

### Who is running this work?

This is a joint project between Cardiff University and Impact Gamers and a group of science researchers. Funding has come from the Cardiff Science Festival to allow these groups to be free. Volunteer course leaders will be Cardiff University Students. These will be supported technically by Impact Gamers (games making youth project [www.impactgamers.net](http://www.impactgamers.net)) and practically by the Cardiff University STEM Ambassador Coordinator.

### When will it happen? How long does it take?

We have availability to begin these workshops from October and they can run until December. The dates and times are down to your group's needs. We will need at least 4 (and at most 6) sessions to complete the course, with a week between each session. Each session would be 45min long, and be led from the Zoom call.



## How many can be involved? What do we need?

Groups of 6 would be an ideal number, but anywhere between 3-8 young people would be fine. If there are more in your troop you could split into separate groups and run 2 workshops at the same time.

You would need a computer with the internet and microphone for Zoom (ideally with a screen big enough to allow all the participants to see at the same time). If groups are happening on zoom already then we can have our leaders join in your call. Also you will need paper and pens.

## What will the young people learn? What happens?

The young people will learn some programming principles, but mainly they will learn about the game design process. Sessions will also feature teaching on planning, testing, reviewing processes.

Sessions will have some paper based tasks for the troop to complete to aid the game design. Between sessions access will be given to the game files to allow review and testing between sessions.

## What will the games be like?

Impact Gamers have a website of some mini-games they have made <https://igamers.io>

## Process Timeline

September	October	November	December	January	February
Group booked on	Course Running	Course Running		Games refined	Games published
	Group booked on	Course Running	Course Running	Games refined	Games published
		Group booked on	Course Running	Games refined	Games published

## Who to contact to find out more/book on

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