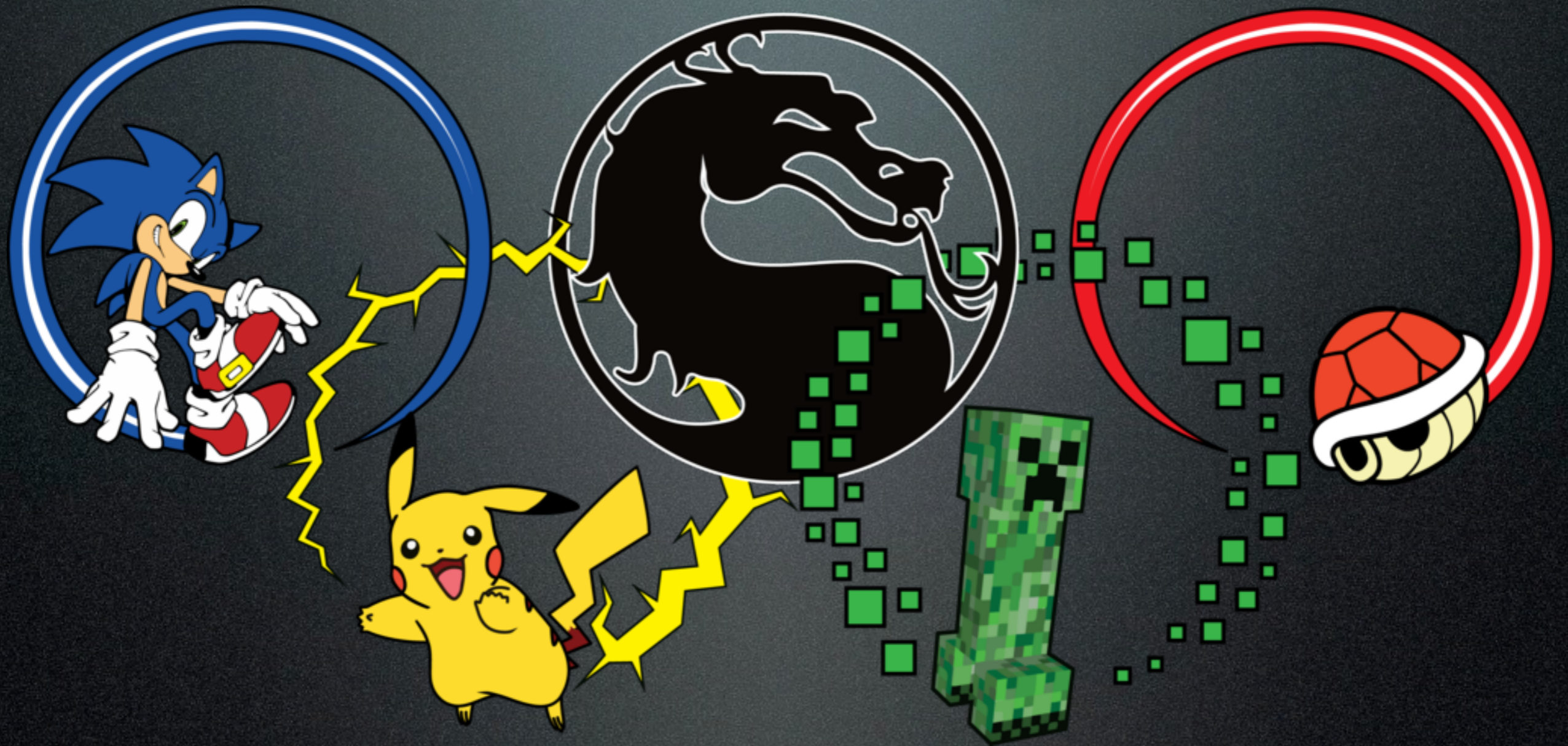# MYP Design

Unit 1: Digital Game Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Introduction to unit

- Learn about how to share resources

- Discuss and Install Game Salad

What is Game Salad?

What makes a good game?

What makes a quality game?

- Aesthetics and Scalability

What makes a quality game?

- Aesthetics and Scalability The way it looks

What makes a quality game?

- Aesthetics and Scalability The way it looks

- Usability

What makes a quality game?

- Aesthetics and Scalability The way it looks

- Usability

  The way it plays

What makes a quality game?

- Aesthetics and Scalability   The way it looks

- Usability   The way it plays

- Performance

What makes a quality game?

- Aesthetics and Scalability   The way it looks

- Usability   The way it plays

- Performance   It works well

What makes a quality game?

- Aesthetics and Scalability
- Usability
- Performance
- Creative and Marketable

The way it looks

The way it plays

It works well

What makes a quality game?

- Aesthetics and Scalability The way it looks

- Usability The way it plays

- Performance It works well

- Creative and Marketable It is interesting

What makes a quality game?

- Aesthetics and Scalability The way it looks

- Usability The way it plays

- Performance It works well

- Creative and Marketable It is interesting

- Framework

What makes a quality game?

- Aesthetics and Scalability **The way it looks**

- Usability **The way it plays**

- Performance **It works well**

- Creative and Marketable **It is interesting**

- Framework **Easily adaptable**

What makes a quality game?

- Aesthetics and Scalability

- Usability

- Performance

- Creative and Marketable

- Framework

What's your favorite game and why?
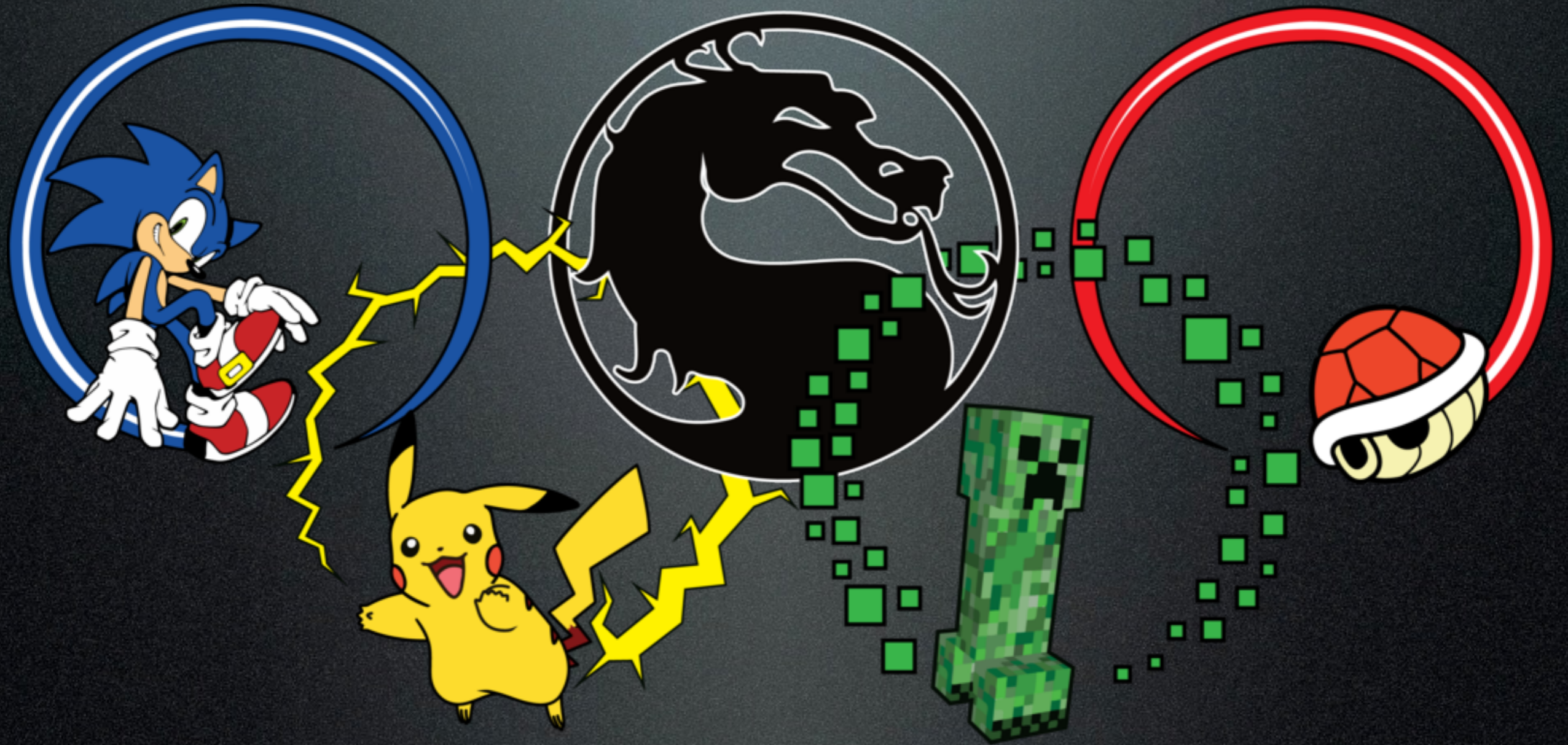
What's your favorite game and why?

What's your favorite game and why?

What's your favorite game and why?

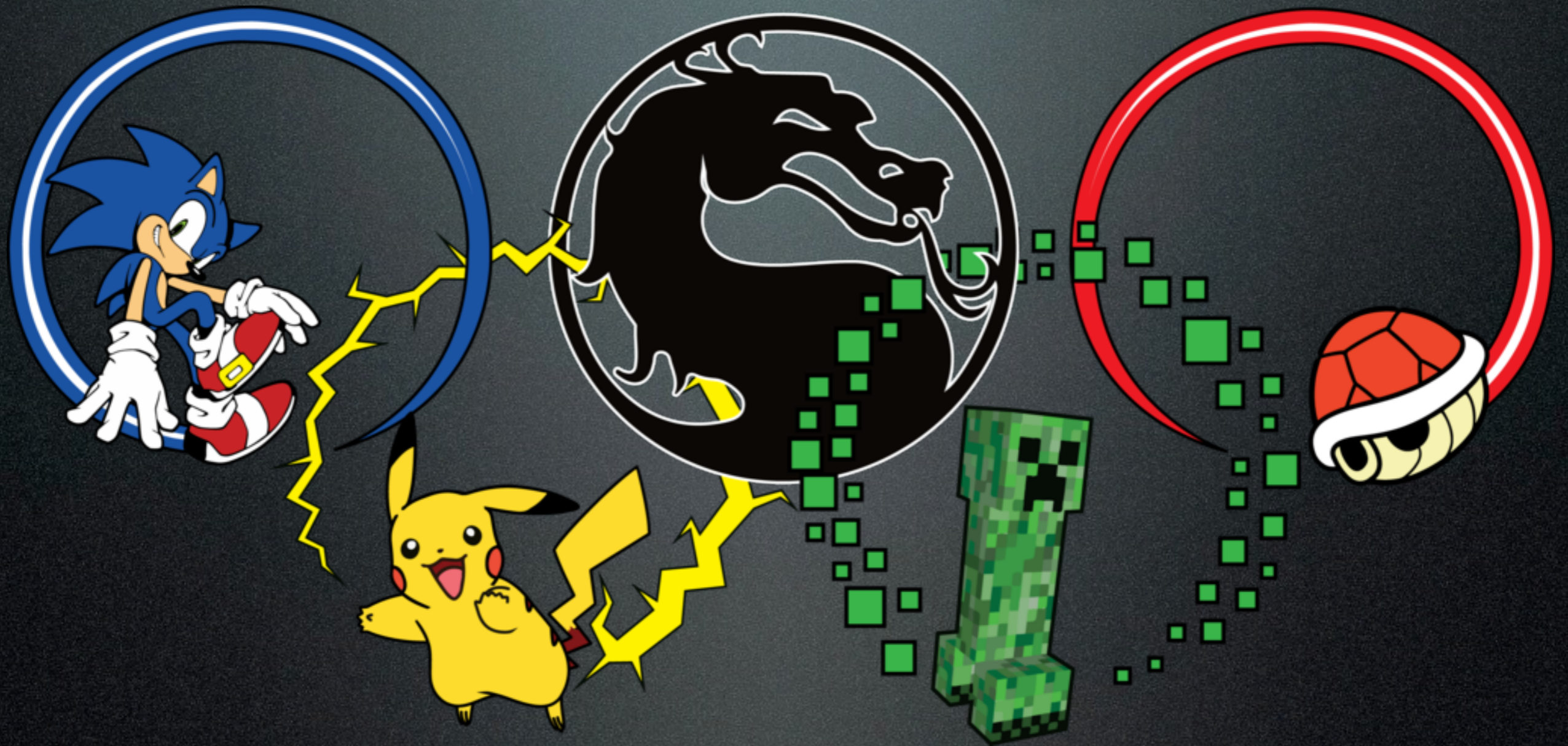- Supermario is my favorite game because it looks really cool!

What's your favorite game and why?

- Supermario is my favorite game because it looks really cool!

- ____ is my favorite game because it is fun to play.

What's your favorite game and why?

- Supermario is my favorite game because it looks really cool!

- ____ is my favorite game because it is fun to play.

- ___ is my favorite game because ____.

MYP Design

Unit 1: Digital Game Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance

- Bingo!

- Download resources

- Review Assignment

- Learn how to Animate

BINGO

Let's Play Bingo!
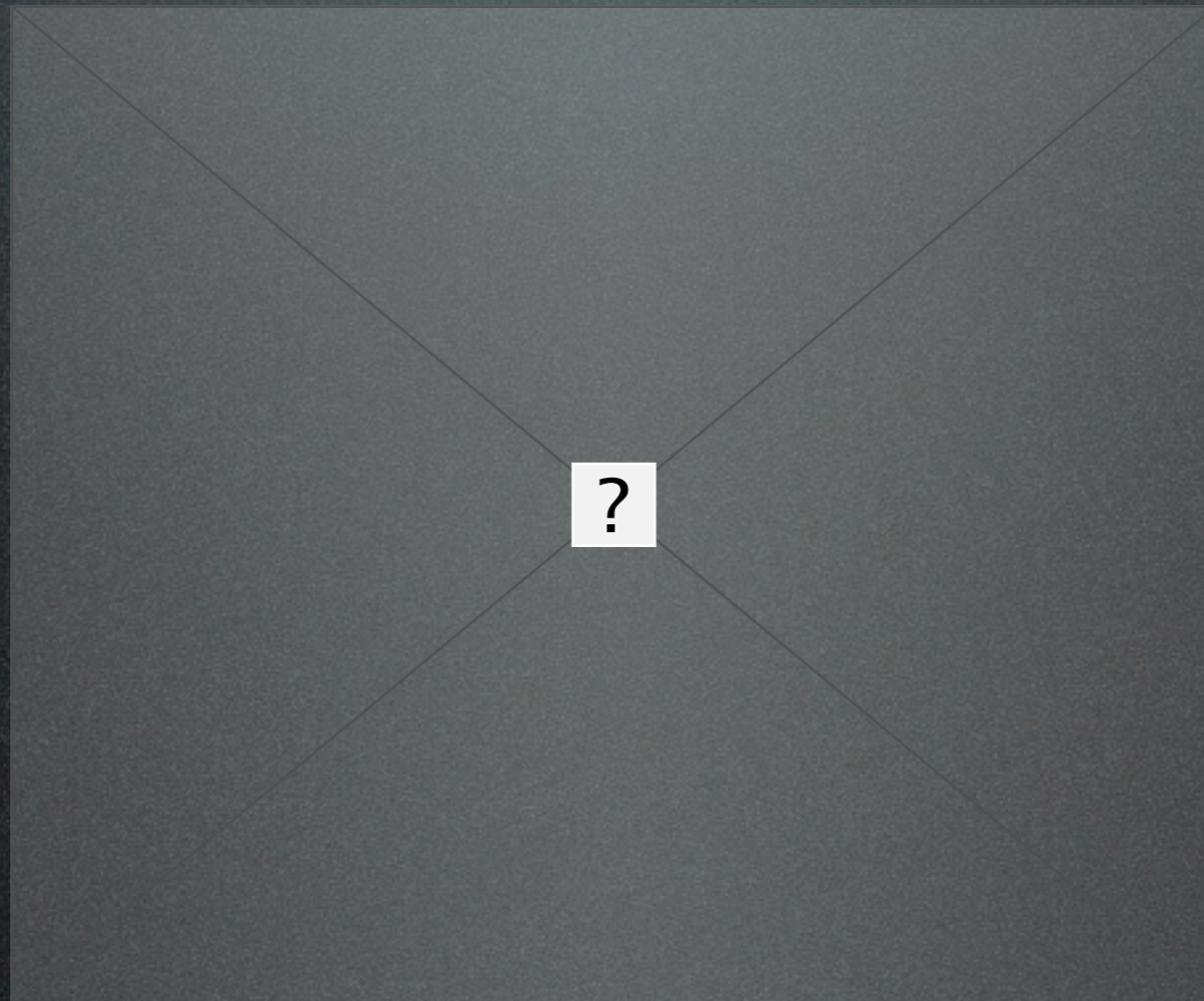
How to Play?

How to Play?

How to Play?

- The goal is to get three boxes in a row

?

How to Play?

- Find people in the class that can do the things listed on the sheet. Each person you find gets you one box.

How to Play?

- Go around ask people the questions on the board, they can do it, have them write their name in your Bingo scorecard.

How to Play?

- The goal is to get three boxes in a row

- Find people in the class that can do the things listed on the sheet. Each person you find gets you one box.

- Go around ask people the questions on the board, they can do it, have them write their name in your Bingo scorecard.

Let's review

- Who can do the things listed?

- Let's do them

- Any questions?

Download resources

- Go to Skynet

- Copy the DESIGN folder to your desktop

- If you need help ask a friend that you found in Bingo or someone else who can help

Assignment

MYP Design

?

Unit 1: Digital Game Design

Design

The Marshmallow Challenge

MYP Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance

What will we do today?

- Attendance

- Review

What will we do today?

- Attendance

- Review

- Talk about Assignment: Update

What will we do today?

- Attendance

- Review

- Talk about Assignment: Update

- Learn

What will we do today?

- Attendance

- Review

- Talk about Assignment: Update

- Learn

- Work on Assignment

Assignment

Assignment

Assignment

- When is it due?

Assignment

- When is it due?

- This Friday

Assignment

- When is it due?

- This Friday

- How many tutorials?

Assignment

- When is it due?

- This Friday

- How many tutorials?

- Minimum is 3

Assignment

- When is it due?

- This Friday

- How many tutorials?

- Minimum is 3

- Where to put the files?

Assignment

- When is it due?

- This Friday

- How many tutorials?

- Minimum is 3

- Where to put the files?

- ManageBac

Vocabulary

Vocabulary

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

Vocabulary

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

- 프로젝트
- 홈
- 장면
- 배우
- 테이블
- 미리보기

Vocabulary

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

- 프로젝트
- 홈
- 장면
- 배우
- 테이블
- 미리보기

- 项目
- 首页
- 场景
- 演员
- 表
- 预览

Vocab

Vocab

?

Vocab

?

Vocab

?

Mac vs PC

What did we learn today?

What did we learn today?

- Import graphics and sounds

What did we learn today?

- Import graphics and sounds

- Give key commands to actors

What did we learn today?

- Import graphics and sounds

- Give key commands to actors

- Program actors to move

What did we learn today?

- Import graphics and sounds

- Give key commands to actors

- Program actors to move

- Change scenes

What did we learn today?

- Import graphics and sounds

- Give key commands to actors

- Program actors to move

- Change scenes

- New vocabulary

Approaches to Learning

Approaches to Learning

- Inquirer

Approaches to Learning

- Inquirer

- Thinker

Approaches to Learning

- Inquirer

- Thinker

- Communicator

MYP Design

?

Unit 1: Digital Game Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance / Review Vocabulary

- FAQ

- Learn: Score, Spawn, Destroy!

- Work on Projects

Review Vocabulary

_____

_____

_____

_____

_____

Every person must use a vocab word from last week

Review Vocabulary

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

Every person must use a vocab word from last week

Review Vocabulary

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

- 프로젝트
- 홈
- 장면
- 배우
- 테이블
- 미리보기

Every person must use a vocab word from last week

Review Vocabulary

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

- 프로젝트
- 홈
- 장면
- 배우
- 테이블
- 미리보기

- 项目
- 首页
- 场景
- 演员
- 表
- 预览

Every person must use a vocab word from last week

FAQ

FAQ

FAQ

- How to change scenes?

FAQ

- How to change scenes?

- Use the change scene behavior

FAQ

- How to change scenes?

- Use the change scene behavior

- How to change score?

FAQ

- How to change scenes?

- Use the change scene behavior

- How to change score?

- Use change attributes

FAQ

- How to change scenes?

- Use the change scene behavior

- How to change score?

- Use change attributes

- What to do if you don't know what to do?

FAQ

- How to change scenes?

- Use the change scene behavior

- How to change score?

- Use change attributes

- What to do if you don't know what to do?

- Ask friend, watch tutorial, write question on the FAQ board.

Learn

Score

Spawn

Spawn

- This text **spawns** when I push a button and then will be **destroyed** when I push the button again

Spawn

Destroy

?

New Vocabulary

New Vocabulary

- Behaviors

- Timer

- Spawn

- Destroy

- Change

- Attribute

New Vocabulary

- Behaviors
- Timer
- Spawn
- Destroy
- Change
- Attribute

- 동작
- 타이머
- ???
- 파괴
- 변경
- 속성

New Vocabulary

- Behaviors
- Timer
- Spawn
- Destroy
- Change
- Attribute

- 동작
- 타이머
- ???
- 파괴
- 변경
- 속성

- 行为
- 定时器
- ???
- 销毁
- 更改
- 属性

Assignment

- Watch the video tutorials

- Make the games

MYP Design

Unit 1: Digital Game Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance / Review Vocabulary

- Discuss Assignment

- Share Assignments

- Finish Assignments

FAQ

FAQ

FAQ

- What to do if I don't know what to do?

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorial, read the manual, write question on the FAQ board.

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorial, read the manual, write question on the FAQ board.

- What to do if I am going to be late or need extra time for any reason?

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorial, read the manual, write question on the FAQ board.

- What to do if I am going to be late or need extra time for any reason?

- Discuss or send an email to the teacher explaining your situation and plan.

Vocabulary Review

_____

_____

_____

_____

_____

Every person must use a vocab word from last week

Vocabulary Review

- Project

- Home

- Scenes

- Actors

- Tables

- Preview

Every person must use a vocab word from last week

Vocabulary Review

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

- 프로젝트
- 홈
- 장면
- 배우
- 테이블
- 미리보기

Every person must use a vocab word from last week

Vocabulary Review

- Project
- Home
- Scenes
- Actors
- Tables
- Preview

- 프로젝트
- 홈
- 장면
- 배우
- 테이블
- 미리보기

- 项目
- 首页
- 场景
- 演员
- 表
- 预览

Every person must use a vocab word from last week

What was the Assignment?

What was the Assignment?

- Watch the video tutorials

What was the Assignment?

- Watch the video tutorials

- Make the games

How many games?

How many games?

- 7 Grade = 1 or more

How many games?

- 7 Grade = 1 or more

- 8 Grade = 2 or more

Where does the assignment go?

Where does the assignment go?

- Upload to ManageBac

Upload to ManageBac

?

When was it due?

- Finish before lunch tomorrow

- Not finished = homework detention

FAQ

FAQ

FAQ

- What to do if I don't know what to do?

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorial, read the manual, write question on the FAQ board.

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorial, read the manual, write question on the FAQ board.

- What to do if I am going to be late or need extra time for any reason?

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorial, read the manual, write question on the FAQ board.

- What to do if I am going to be late or need extra time for any reason?

- Discuss or send an email to the teacher explaining your situation and plan.

Let's play a game!

Vocabulary Review

Vocabulary Review

- Behaviors

- Timer

- Spawn

- Destroy

- Change

- Attribute

Vocabulary Review

- Behaviors
- Timer
- Spawn
- Destroy
- Change
- Attribute

- 동작
- 타이머
- ???
- 파괴
- 변경
- 속성

Vocabulary Review

- Behaviors
- 동작
- 行为

- Timer
- 타이머
- 定时器

- Spawn
- ???
- ???

- Destroy
- 파괴
- 销毁

- Change
- 변경
- 更改

- Attribute
- 속성
- 属性

Next time

- Play and compare games!

Computer Basics

- Charge

- Save

- Screenshot

- Import

MYP Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance

- Grade Updates

- New Project: Play Games!

- Work on Project

- Questions

Grade Updates

Grade Updates

- You will receive updates next week

- What does each score mean?

- They can change for better or worse

- How can I improve?

Final Grade

How do I get criteria grades?

Criterion A: Inquiring and analysing	
0	The student does not reach a standard described by any of the descriptors below.
1 — 2	The student does a basic analysis of the two games.
3 — 4	The student does a basic analysis of the two games. Includes screen shots of both games to compare.
5 — 6	The student does a basic analysis of the two games. Includes screen shots of both games to compare. Compares the games in terms of aesthetics, usability, performance, game play
7 — 8	The student does a basic analysis of the two games. Includes screen shots of both games to compare. Compares the games in terms of aesthetics, usability, performance, game play. Chooses which one is better and justifies the response.

Preparedness

Preparedness

Level	Description
A	Excellent: No unexcused tardiness and brings the correct equipment and homework, completed to the best of their ability, to almost every class.
B	Good: Occasionally tardy or occasionally forgets to bring the correct equipment but homework mostly completed to the best of their ability.
C	Acceptable: Occasionally tardy and occasionally forgets to bring the correct equipment or homework is only perfunctorily completed.
D	Poor: Frequently tardy and frequently forgets to bring the correct equipment or has not satisfactorily engaged with the homework.
E	Very Poor: Minimal achievement in terms of the objectives.

Activity

Activity

Level	Description
A	Excellent: Almost always takes a demonstrably active role in lessons, and ensures tasks are completed to the best of their ability or understanding.
B	Good: Mostly takes a demonstrably active role in lessons and tasks are mostly completed to the best of their ability or understanding.
C	Acceptable: Occasionally passive in class or indifferent to completing work regardless of their ability or understanding.
D	Poor: Often passive or may often need prompting to contribute to lessons and complete tasks.
E	Very poor: Minimal achievement in terms of the objectives.

Cooperation

Cooperation

Level	Description
A	Excellent: Positive in almost all lessons and shows a high degree of attentiveness and cooperation towards reaching subject goals.
B	Good: Is agreeable in lessons and is frequently supportive of other students, the teacher and the objectives of the lesson.
C	Acceptable: May be indifferent to lessons or may need the occasional prompt to keep their focus on the lesson objectives.
D	Poor: Occasionally antagonistic to their peers, teacher or the subject goals.
E	Very poor: Minimal achievement in terms of the objectives.

New Assignment

New Assignment

New Assignment

- Where can I find out about all my assignment?

New Assignment

- Where can I find out about all my assignment?

- ManageBac

New Assignment

- Where can I find out about all my assignment?

- ManageBac

- What to do if I am going to be late or need extra help or time for any reason?

New Assignment

- Where can I find out about all my assignment?

- ManageBac

- What to do if I am going to be late or need extra help or time for any reason?

- Discuss or send an email to the teacher explaining your situation and plan.

New Assignment

New Assignment

New Assignment

- What do I have to do?

New Assignment

- What do I have to do?

- Play and analyze games.

New Assignment

- What do I have to do?

- Play and analyze games.

- Just play games?

New Assignment

- What do I have to do?

- Play and analyze games.

- Just play games?

- No! You also have to take screenshots and analyze the differences in aesthetics, usability, performance, and marketability.

Computer Essentials

Computer Essentials

How to do: Screenshots

Screenshot Basics

Screenshot Basics

- What is a screenshot?

Screenshot Basics

- What is a screenshot?

- How to take screenshots

What is a screenshot?

What is a screenshot?

- It's a picture of what is on your computer screen

Two types of screenshots

Two types of screenshots

- A picture of your whole screen
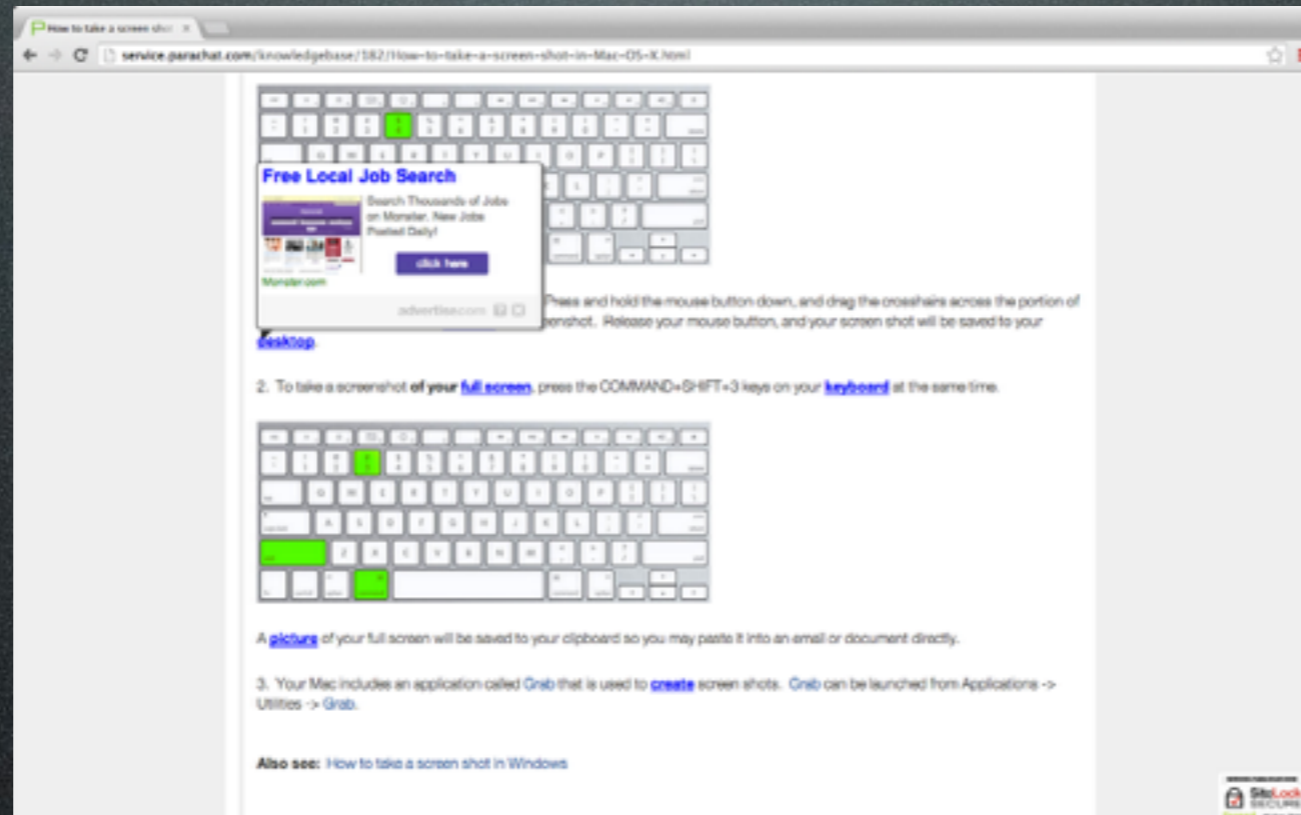
Two types of screenshots

- A picture of your whole screen

Two types of screenshots

- A picture of your whole screen

Shift + Command + 3

Two types of screenshots

- A picture of your **whole screen**

Shift + Command + 3

Two types of screenshots

- A picture of your whole screen

Shift + Command + 3

- A picture of part of the screen

Two types of screenshots

- A picture of your whole screen

Shift + Command + 3

- A picture of part of the screen

Two types of screenshots

- ## A picture of your whole screen

Shift + Command + 3
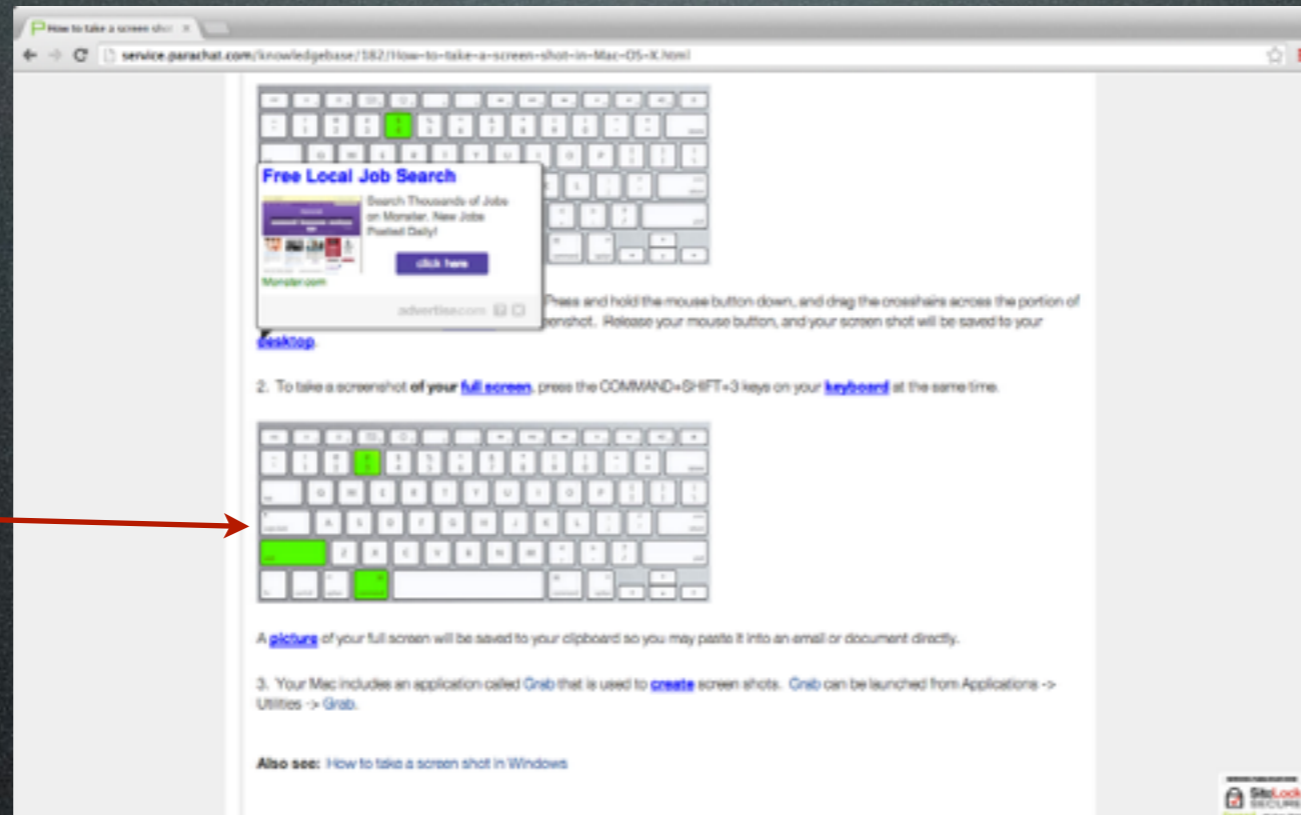
- ## A picture of part of the screen

Shift + Command + 4

Two types of screenshots

- A picture of your whole screen

Shift + Command + 3

- A picture of part of the screen

Shift + Command + 4

Windows

Windows

- Window 7

Windows

- Window 7

- Windows XP

What makes a good game?

What makes a good game?

Graphics

What makes a good game?

Graphics   Gameplay

What makes a good game?

Graphics   Gameplay   Sounds

What makes a quality game?

- Aesthetics and Scalability

What makes a quality game?

- Aesthetics and Scalability The way it looks

What makes a quality game?

- Aesthetics and Scalability The way it looks

- Usability

What makes a quality game?

- Aesthetics and Scalability The way it looks

- Usability

  The way it plays

What makes a quality game?

- Aesthetics and Scalability The way it looks

- Usability The way it plays

- Performance

What makes a quality game?

- Aesthetics and Scalability   The way it looks

- Usability   The way it plays

- Performance   It works well

What makes a quality game?

- Aesthetics and Scalability
- Usability
- Performance
- Creative and Marketable

The way it looks

The way it plays

It works well

What makes a quality game?

- Aesthetics and Scalability   The way it looks

- Usability   The way it plays

- Performance   It works well

- Creative and Marketable   It is interesting

Example Assignment

MYP Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance

- New: Task 4

- Learn and Discuss: Design Brief

- Do worksheet

- Work on projects

- Questions and 1-on-1

Attendance

Attendance

- What would you like to design?

- I would like to design a _____

- Not paying attention?

- Option 1: Write a sentence for 5 vocabulary words

- Option 2: Explain which IB learner profile attribute you feel you can improve

Task 4

Task 4

- Write a Design Brief

- https://qais.managebac.com/classes/10269061/events/12086449

What is a Design Brief?

What is a Design Brief?

- It is a brief overview of:

What is a Design Brief?

- It is a brief overview of:

  - **What** you want to design

What is a Design Brief?

- It is a brief overview of:

  - **What** you want to design

  - **Why** you want to design

What is a Design Brief?

- It is a brief overview of:

  - **What** you want to design

  - **Why** you want to design

  - **Who** you want to design it for

Worksheet

Worksheet

- Fill out this worksheet and present your ideas to the class

- Once you are finished with the worksheet you can begin working on your Design Brief

- You can work in teams BUT everyone must turn in their own assignment to ManageBac and have every members name on assignment

MYP Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance

- Review: Final Steps of the Project

- Learn: Gantt Chart

- Questions

- Work on projects

Instructions

Instructions

- Open ManageBac

- Read the TWO new tasks

  - Task 6

  - Task 7

Instructions

Instructions

- Discuss task 6 with your group and answer these questions:

  - What is the assignment?

  - When is it due?

  - What is a Gantt Chart?

Instructions

Instructions

- Discuss task 7 with your group and answer these questions:

  - What is the assignment?

  - When is it due?

  - What do I need to upload?

Complete Task 6

Complete Task 6

- Read instructions

- Download example AND template

- Look at example

- Fill in template

- Rename file and upload to Managebac

MYP Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance: Answer the questions

- Review

- Learn: Make music with Garageband

- Questions

- Work on projects

Attendance

1. Write your name
2. Discuss the questions
3. Write your answers
4. Turn in to Mr. JD

Inquiry Questions

Factual
- What skills do we need to create a professional and fun educational video game?

Conceptual
- How can we use systems like video games to learn?

Debatable
- To what degree can we design a system that will work for eveyone?

System

Systems are sets of interacting or interdependent components. Systems provide structure and order in human, natural and built environments. Systems can be static or dynamic, simple or complex.
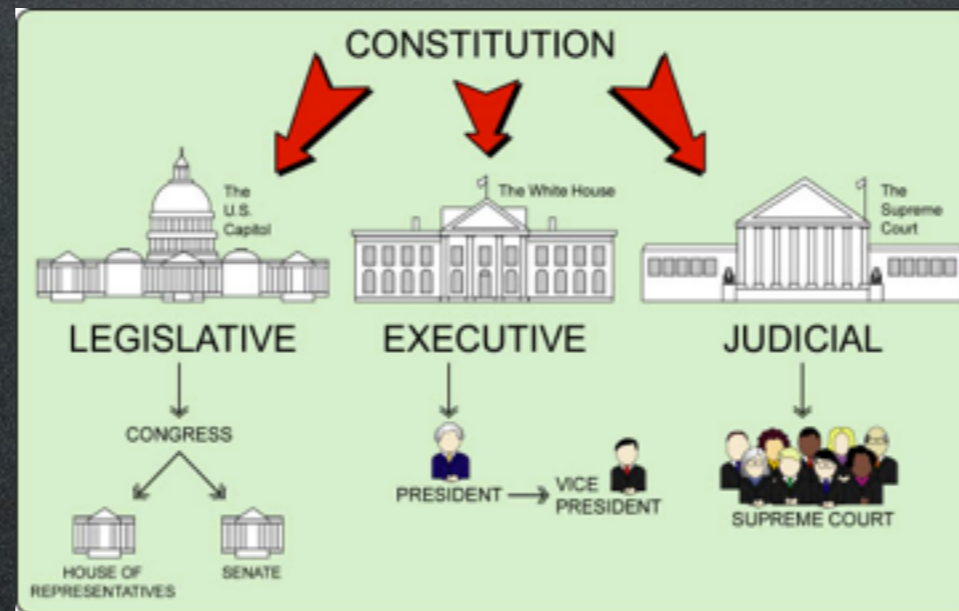
What are we going to do?

- 1. Make a song

- 2. Upload to Game

- 3. Play sound in game

1st to Finish
2 Points

Complete Task
1 Points

Help Complete
1 Points

1. Make a song

1. Make a song

- Open Garageband

- File > New Project

- View > Show Apple Loops

- Drag the loop into the track

- Share > Export song to disk

1. Make a song

- Open Garageband

- File > New Project

- View > Show Apple Loops

- Drag the loop into the track

- Share > Export song to disk

1. Make a song

- Open Garageband

- File > New Project

- View > Show Apple Loops

Upload Song to Game

Upload Song to Game

- Open GameSalad

- File > New

- Scenes > Initial Scene

- Sounds > Push the plus sign "+"

- Select song and add as music

- Create new actor and double click it

- Add behavior > Play Music > loop

Upload Song to Game

- Open GameSalad

- File > New

- Scenes > Initial Scene

- Sounds > Push the plus sign "+"

- Select song and add as music

- Create new actor and double click it

- Add behavior > Play Music > loop

Uploa... ...ame

- Open Ga...

- File > Ne...

- Scenes >

- Sounds > ... "+"

- Select so... ...ic

- Create n... ...e click it

- Add beha... ...e loop

Screenshot text (GameSalad-style window):

Back/Forward Home Scenes Tables

Inspector Game Scene

Actors Attributes Devices

No items yet. Click + to add items.

+ − All

Library Behaviors Images Sounds

Standard Custom

B Accelerate
B Accelerate Toward
A Add/Remove Row
B Animate
A Buzz
A Change Attribute
A Change Image
A Change Scene
B Change Size
A Change Table Value
A Change Velocity

Accelerate *(Persistent Behavior)*

Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding greater and greater speed to the actor until it has reached its maximum defined speed. See also **Accelerate Toward** Behavior.

+ −

Upload Song to Game

- Open GameSalad

- File > New

- Scenes > Initial Scene

- Sounds > Push the plus sign "+"

- Select song and add as music

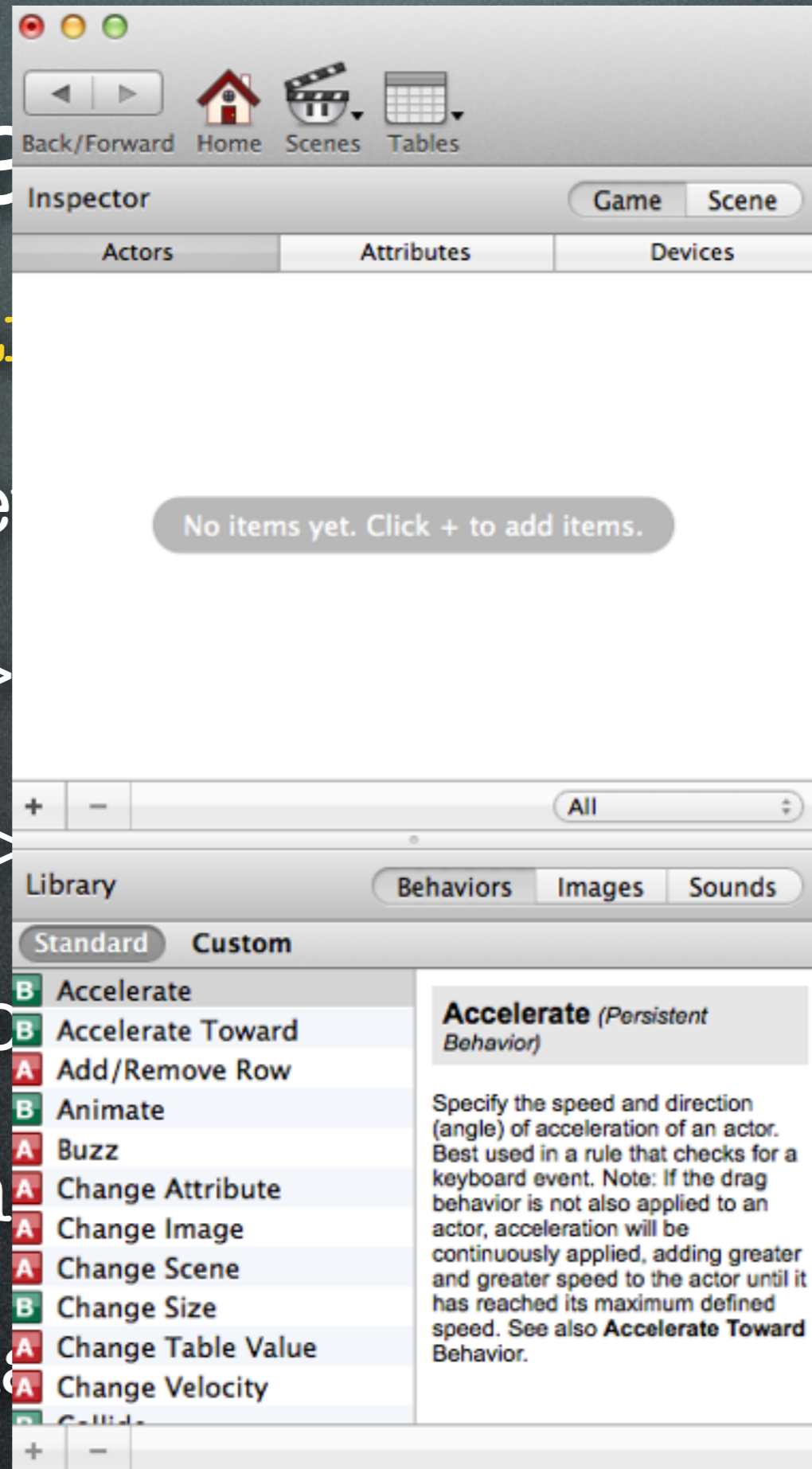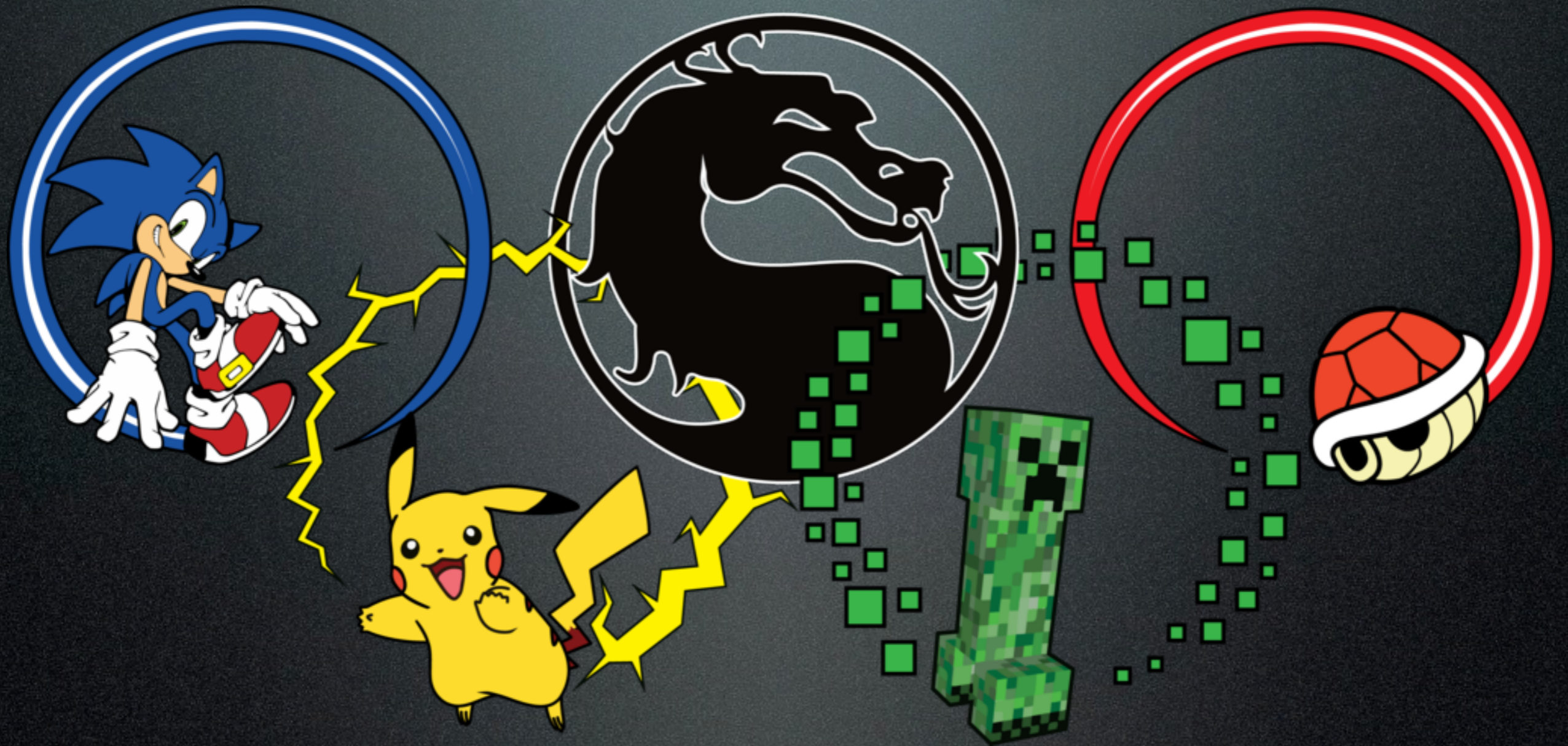- Create new actor and double click it

- Add behavior > Play Music > loop

MYP Design

Unit 1: Digital Game Design

MYP Design

Unit 1: Digital Game Design

What will we do today?

What will we do today?

- Attendance: Share games with class

- FAQ: Frequently Asked Questions

- Review: How to solve problems?

- Work on projects

- Meeting with teams/individuals

Attendance

Attendance

- Open computers and load game info

- Prepare to use Apple TV/big screen to:

  - Briefly share games with whole class (1-2 minutes each group)

  - Include brief overview of game

FAQ

FAQ

FAQ

FAQ

- How many things do I need to upload for task 7?

FAQ

- How many things do I need to upload for task 7?

- You need to upload two things to Managebac.

FAQ

- How many things do I need to upload for task 7?

- You need to upload two things to Managebac.

  - Your final game

FAQ

- How many things do I need to upload for task 7?

- You need to upload two things to Managebac.

  - Your final game

  - Game creation process document

FAQ

- How many things do I need to upload for task 7?

- You need to upload two things to Managebac.

  - Your final game

  - Game creation process document

- When is it due?

FAQ

- How many things do I need to upload for task 7?

- You need to upload two things to Managebac.

  - Your final game

  - Game creation process document

- When is it due?

- November 12th, 8 a.m.

FAQ

FAQ

FAQ

- What to do if I don't know what to do?

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorials, read the manual, write question on the FAQ board.

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorials, read the manual, write question on the FAQ board.

- What to do if I am going to be late or need extra time for any reason?

FAQ

- What to do if I don't know what to do?

- Ask friend, watch tutorials, read the manual, write question on the FAQ board.

- What to do if I am going to be late or need extra time for any reason?

- Discuss or send an email to the teacher explaining your situation and plan.

Tips for solving problems

Tips for solving problems

- Use reliable sources

- Use important key words

- Specific vs. General

- Use logic / 逻辑 / 논리

What to do?

What to do?

- Work on projects

- Meeting with teams/individuals