PARK MAITLAND GAME ADVENTURES WORKSHOP (GRADES 1-3)

Workshop is 3 hours in length and promptly begins at 2:30pm and end at 5:30pm.

DESCRIPTION
Does your child play video games and tell you they are going to make their own games some day? If yes, then this is the perfect workshop to get your child started! In this workshop, students will learn the principles of game design and experience the industry-standard development process through guided play and exploratory builds. By completing a number of hands-on game design activities, students will better understand how games are made and the collaboration required to make it happen.

GOAL
Students use hands-on learning and collaboration to practice core skills used in designing and building games.

OBJECTIVES
Students will be able to:

- Identify standard stages of the game design and development process

- Create 2D pixel art that can be used for characters and objects inside a game

- Drag and Drop code into an interactive game interface

- Program basic logic using cause-and-effect principles

WHO IS THIS FOR?
Kids interested in expanding their game design knowledge and practicing a few key steps in the game development process