



Encouraging Interest in ICT Study in Primary and Secondary School Students Through Computer Games Design and Development

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Learn to succeed





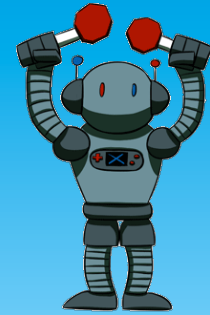
Background



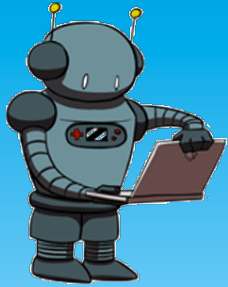
- * Participation rates in ICT study have fallen steadily
 - * Similar trends have been observed at secondary Schools
- * Therefore to reverse the trend we need to target students prior to their loss of interest
- * One of the fastest growing recreation activity in Australia is computer games
 - * Includes a shift in demographics – females are now 40% of gamers
- * Therefore computer games offers a viable means for marketing ICT degrees



Project Aims



- * This project aims to leverage the positive attitude to computer games as a means to increase student interest and engagement with ICT studies and careers.
- * Achieved by running a games design and development competition for students,
 - * Run across regional Victoria and Tasmania
- * Provide support in the form of
 - * resources for teachers
 - * school visits by ex-students and staff
 - * Facebook site



Progress

- * Insufficient time last year to run the competition
- * So being run this year
- * Original artwork developed
- * Competition and website has been launched
- * Includes information on Game Design, Free tools, Teacher support, Career information
- * Prizes donated by the games industry
- * Facebook site launched
- * Videos and forum like support from academics and games industry reps
- * School visits starting in term 2
- * Competition closes in September



An idea for a game?

The first step in creating a game is coming up with a great idea. Games can be inspired by many different sources:

- ▶ Films, books and other media are a common source of game ideas. Many games are licensed directly from existing media (for example, most superhero games). In other cases you can take an idea from a fictional source and incorporate it into a game e.g. time-travel.
- ▶ Other games are an excellent source of ideas. You can take an element from a game which you liked and build a new game around it, changing those things you didn't like about the original game. Combining two different styles of game can also be effective - for example the Australian-made game **Puzzle-Quest** mixes elements of role-playing games and match-3 puzzle games.
- ▶ Many games are inspired by everyday life. Arcade classics like Pacman and Paperboy were based on simple activities like eating and delivering papers. University of Ballarat graduate Finn Morgan based his game **ColourBind** on the movement of cars in a busy city. Read the **Mobbly review** of ColourBind.
- ▶ Legends and myths are another common source of game ideas, as are historical events.
- ▶ Game ideas can also arise from the purpose of the game. Games are commonly used for educational purposes (for example the **Grammatikus** game from Ballarat-based developer English Online teaches English grammar). Games can also be used for serious purposes - for example **Foldit** has allowed game players to help scientists solve complex problems involving the folding of proteins.

Many top game designers recommend keeping a note-book of all your game ideas, which you occasionally go back and read again. Many ideas won't work out when you first think of them, but when you revisit those ideas later, they may spark a new thought.

You may find the **Tiny Game Design Tool** useful in capturing your ideas - it is a small booklet you can carry around to note down a great idea whenever and wherever you think of one!

Building an idea

Once you have a fantastic idea, it is important to develop that into a detailed design before you start making the game. This can avoid wasted time during development, particularly when you are working as part of a team.

There are many different aspects of a game which need to be





Discussion



* How else can we engage with our future students?