

Ideas for Today's Resources

Did you know that Middlesbrough is often referred to as 'Digital City'? The huge international success of the digital courses at Teesside University means that there have been a steady stream of new tech companies appearing every year right across the Tees Valley area. The problem is that there isn't really anywhere to fit so many companies so new buildings are being built every single year. The 'problem' is that the growth of companies like Double II and Sock Monkey means that we keep having to build more. That isn't a bad thing, right?

Using the videos

The video is the stimulus and outlines the main focussed task.

Discussion points:

- Who is the audience for the game? Try picking somebody who isn't just like you.
- What style of game do you want, choose your own adventure style (based on story) or a platform game
- Which other games are like what you want to achieve - do your research
- Can you adapt knowledge about a topic you are studying to create a game?

Tasks and outcomes

The basic outcome is to think about product design. This approach underpins lots of thought processes in industry settings for designing any new product.

Task suggestions include:

- Playing games doesn't sound like work but it is valuable research. Look at other people's projects in the community, play their game then see how you can adapt
- Designing a character is a great aspect of the games industry - it is important to make them fit with the audience you want to reach
- Designing effective backgrounds will bring your games to life. You can create them however you like and then import them into Scratch
- Make some simple games first using the tutorials
- Try making a non digital version of the game using materials found at home or in school
- Can you make a flyer or short advert to persuade people to buy your game?



Your game character?