

Ideas for Today's Resources

Did you know that Middlesbrough is often referred to as a '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. The problem is that there isn't really anywhere to fit so many. The video explains the new solution and it is really exciting for the whole of the Tees Valley.

Although there will be a new set of resources each Monday/Wednesday/Friday, tasks extending from one week to the next would be a great collaborative effort that could be sustained by multiple people, teacher, children depending on where you are! Please tweet, send or upload any examples of your work to us.

Community

Creating a sense of community around this work will improve authenticity and motivation for the children. I have provided a google folder at the bottom of the webpage for images of work to be uploaded to. Please don't put full names on, first name is fine and possibly the town where you are. Experience shows that this really develops self confidence and improved outcomes for further work. Equally you can email work to me.

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.
- Which other games in the community are like what you want to achieve - do your research
- Plan and adapt as you learn more

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
- 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



Your game character?