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group coding of videogames and animations

Wed, 22/10/2014 - 10:39 -- Michele Di Paola

Type of tool:

Activity

Duration:

90-120 min

Topics addressed:

Citizenship

Personal development

Peer Education

Using opensource SCRATCH platform by MIT, very simple to master, you can create small group activities in which participants can design and create a videogame and/or tell an animated multimedia tale, using real life experiences, learnings etc

Aim:

Develop digital competences in a non formal learning environment

discover new tools supporting creativity

promote youth protagonism also in the field of technology

Methodology:

this activity is a concrete example of problem based learning, cooperative learning, discovery based learning in the shape of the process of group-designing and coding a videogame.

Especially if used with youth workers / adults / teachers, it is good to offer some initial input on some concepts behind the activity, briefly summarized in this presentation:

<https://prezi.com/ee75wiw6my-k/group-coding-of-videgames/> [1]

Step by step process:

- at participants' arrival, check connections to the Scratch site and/or install the offline version (computer - connection - usb with installers needed);

- warming up: 1 name game + 1 icebreaking game to start the group process

1 activity: creating a keyboard-animated character to learn the basic principles of scratch

2 activity: design a small game from some initial proposals + group analysis of passages to have it done + coding in groups; presentation of results and common evaluation;

3 activity: using interaction design in games: design a small game, analysis and coding.

- brainstorming on possible modification and/or other ideas to code

Materials and resources:

internet connection to access scratch.mit.edu or installation software previously downloaded (for free) in the different versions: Windows - Mac - Linux;

a computer (laptop or desktop) every 1-2 participants with power supply available. Mobile version for iOS & Android is currently under development so it is not yet possible to work on mobile devices.

Outcomes:

At the end of the activities participants created games and/or multimedia stories as variations on a given subject, enriched by participants' personal touch and with the possibility of widespread them freely online through the Scratch community.

Evaluation:

In every use, the weak point has been the initial part of connecting to scratch site or installing offline software; improve or speed up this phase could save time to be used in the activity itself.

Creating games or multimedia stories with some level of complexity, it would be good and useful to previously arrange a set of graphical elements (wallpapers, characters...) to offer more quality without spending the long time needed to create quality graphics.

Notes for further use:

Scratch community website has millions of shared projects, educational games etc that could be analysed (it's open source!) and used as a starting point for further activities.

Rating:

5

Average: 5 (4 votes)

Source URL: <http://educationaltoolsportal.eu/en/tools/group-coding-videogames-and-animations>

Links

[1] <https://prezi.com/ee75wiw6my-k/group-coding-of-videogames/>