VIDEOGAMES 101:
UNLEASHING THE POTENTIAL OF STUDENTS AND TEACHERS TO CREATE FUN STUFF

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Outline

- Yet Another Video-game Course?
- Video-games 101:
  - Basics.
- Roadmap
- Conclusions
Yet Another Video-game Course?
There are hundreds of Scratch tutorials

Literally

http://scratched.media.mit.edu/resources/
Most of them are about video-games
Not all of them

The History of Poison In American Food
Contributed by Bev Schol, November 28, 2012

This is an over simplified representation of how poisons came to become common ingredients in American food. There is an interactive portion at the end.

Original Author: Beverly
Ages: N/A
Curricular Areas: Science
Content Types: Presentation
Keywords: Nutrition

Resource Files
Scratch Projects:

http://scratched.media.mit.edu/resources/history-poison-american-food
But usually they are too simple

No stages, no high-scores, simple physics, etc.

http://scratch.mit.edu/projects/11438647/
The 1-hour tutorial syndrome

I already know EVERYTHING about Scratch

http://www.flickr.com/photos/jmannion/6453262489/
Let's face big challenges
Design and create a real video-game, not a demo

http://www.flickr.com/photos/nwinton/1805350177/
But... Why a MOOC?

Nobody told you that 2013 is the anti-MOOC year?
Not everybody learns at the same pace

Some get it immediately and get bored, some others need more time

http://www.flickr.com/photos/nwinton/1805350177/
Video-tutorials are just canned content

But there is still place for creativity in their projects
We can overcome the 1-hour tutorial syndrome

Not only in Programming, but also in Maths, Physics or Arts

http://www.flickr.com/photos/lwr/7694808786/
We wanted a simple platform

The course is currently at Udemy
Video-games 101
The basics

Loops, levels, scores, high-scores, end of the game, etc.
Snake

Clones, high-scores, destroy

http://scratch.mit.edu/projects/10111373/
Break-out

Basic physics, levels, power ups, destroy

http://scratch.mit.edu/projects/10114215/
Checkers

Mouse-based interactions, limited movements by the rules, 2-players, matching & destroy

http://scratch.mit.edu/projects/10124912/
Pac-Man

Tile-based game development, simple IA for ghosts, fancy scoring display, avoid & destroy

http://scratch.mit.edu/projects/11416867/
Super-Tux

Horizontal scrolling, relative physics, different levels, avoid

http://scratch.mit.edu/projects/11549583/
Roadmap
Roadmap

There is still work to do

- 1 Oct 2012, Design of the course
- 1 Jan 2013, Udemy selected as platform
- 15 May 2013, Videos and activities uploaded
- 27 Jul 2013, ScratchConf2013
- 15 Sep 2013, 1st edition of the MOOC
- 15 Dec 2013, Evaluation
- 15 Jan 2014, 2nd edition of the MOOC
Conclusions
Up to 60 videos & 40 activities

From the basics to real video-games

http://udemy.com/scratch-20
There is still work to do

New video-games, new activities, new editions of the MOOC, etc.

We want to share it with the community

All the content is copyleft, we are open to suggestions, comments or criticism

http://www.flickr.com/photos/waagsociety/8536919460/
Thank you ;-) 

and... happy scratching!

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References


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* see references in each slide