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Description

The Game Design and Development program is a series of eight virtual workshops that run from 10-11:30 am every Saturday between Feb 4-Apr 1, 2023 (except for the Feb 18 long weekend). In this workshop series, Grade 8-11* students will learn about elements of game design, plan their game design, and build a game using [Pygame](#). The students will present their game to their peers and celebrate their accomplishments in the final workshop. All workshops will be offered virtually via Zoom.

*If you are not within this grade range and would like to participate in this workshop series, please contact Eva at sacoord@sfu.ca.

Program schedule

Date & time	Workshop
Feb 4 (Sat) 10:00-11:30 am	Key elements of game design Planning your game design
Feb 11 (Sat) 10:00-11:30 am	Code-along #1
Feb 18 (Sat)	Long weekend break. No workshop.
Feb 25 (Sat) 10:00-11:30 am	Code-along #2
Mar 4 (Sat) 10:00-11:30 am	Code-along #3
Mar 11 (Sat) 10:00-11:30 am	Code-along #4
Mar 18 (Sat) 10:00-11:30 am	Code-along #5
Mar 25 (Sat) 10:00-11:30 am	Code-along #6
Apr 1 (Sat) 10:00-11:30 am	Show-and-tell and graduation ceremony

Additional information

- Meeting links will be opened at 9:30 am, which is 30 minutes before the start time, for students who wish to test their setup (e.g. is my audio working?).
- Students can join the workshops at 9:30 am, which is 30 minutes before the start time, and/or instructor office hours (11:30 am-12:30 pm after each workshop) to ask questions and get feedback about their projects.
- Family members and friends are welcomed to join the final presentation.

Sign-up link

<http://websurvey.sfu.ca/survey/439714738>

The deadline to sign up is by Monday, Jan 30 at 11:59 pm. A confirmation email and Zoom link will be sent out by Tuesday, Jan 31 at 5:00 pm.

Workshop requirements

- Internet access
- Laptop/Desktop computer
- Replit account: You can sign up here <https://replit.com/login>
- An up-to-date web browser.
 - Use this link to check your browser version
<https://www.whatismybrowser.com/>

Virtual Community Guidelines

Welcome to the Game Design and Dev program offered virtually by the SFU Applied Sciences Outreach! We are so excited that you have decided to join us. Our mission is to inspire, encourage, and support youths of all backgrounds to explore the many topics related to science, engineering, and technology through interactive and engaging activities. Before you join us, there are some guidelines we need everyone to follow to maintain the safety of everyone involved. See below for our Virtual Community Guidelines.

Personal Safety: We take safety seriously. If harm is disclosed or discussed (harm to self, or harming others) then we will take the appropriate steps to ensure your continued safety and the safety of those around you. Threats about others personal safety will not be tolerated.

Respect: Treat those online as you would treat them in-person that is with respect, dignity, and care.

No Hate Speech or Bullying: Bullying, discrimination, and harassment of any kind will not be tolerated.

Communication: Communication is encouraged in this workshop. Communicate with respect and listen to others when they speak or share ideas, which includes when sharing ideas out loud or via the chat function. Mute your microphone when not speaking and only turn your video on if you feel comfortable to do so.

Privacy: Respect the privacy and personal information of those in the shared virtual space by not sharing information that is not your own. Respect your own privacy by not sharing any personal information with those you do not know. Sharing of the Zoom link with those outside of the specific intended group is strictly prohibited.

Copyright: There will be no recording of anything that happens in this space, which includes participants and instructors taking pictures, recording parts of the workshop or recording their screen during any part of the workshop.

By joining the Game Design and Dev program, you are considered to be in agreement with the above community guidelines. We will take the appropriate actions if any of the above guidelines are violated. Depending on the situation, this may result in revoking participation in the remaining workshops. Thank you in advance for your commitment to keeping our programs engaging, safe and of course, fun!

Meet your instructors



Elizabeth is a second year Computing Science student at SFU. She was inspired to learn coding by an instructor in high school and now hopes to help fellow students in improving their coding skills. In her free time, Elizabeth likes to read, write, and draw. She is also interested in studying artificial intelligence and computer graphics.



Yuvraj enjoys coding in his spare time and learning about new computer science topics. He is a student at SFU working towards a bachelor's degree with a physics minor. He plays ultimate frisbee and volleyball for fun and exercise.

Contact

If you have questions, please do not hesitate to contact saadmin7@sfu.ca.