

Game Design

In our English Plus Game Design programme, students will use Bloxels game design software to build their own video games. Students will plan their game, then follow their planned steps by animating their own characters and objects, and designing stories. Students will be challenged to think about the balance between their game being fun and being challenging. By the end of the week, students will have created their own video game that can be played by friends and family at Canford, as well as back at home.

At A Glance

Location: SBC Canford computer rooms

Times: 6 hours per week

Fee: £150 per week

Dates: Weeks beginning 15th and 29th July

Ages: 11-15



Course Aims

This course aims to develop our students':

Project design

Students will create the concept for their video games and design a project plan, which they will follow from start to finish.

Creativity

Students will use their imaginations to create characters and storylines. The video game world is their oyster!

Presentation

Once students have created their games, they will each share with the class. Students will also be able to share their games with friends and family back home via a private link.

Critical thinking

Students will analyse and adapt their ideas to determine the best balance between the games being fun and being challenging.

Innovation

Students will think about how their game will be unique and different from existing ideas.



Who will lead the course?

English Plus Game Design will be led by experienced computing instructors who regularly deliver game design programmes to young people.

What do students need to bring?

Students do not need to bring anything for English Plus Game Design except their imagination and creativity!