



Blockly & Digital Game Design

(TECP1311)

Introduction	Digital gamers have higher and higher expectations for games. On top of a beautiful display and stunning effects, it is necessary for a computer game to have an interesting theme and an innovative way to play so as to make players never get bored of it. In this course, students will make use of Blockly to learn the characteristics of the instructions. Later, students will learn how to write codes making use of games. Thus, making their own ideal games is one step closer.		
Programme Type / Level	Computer Programming (Level 1) (Token-required)		
Instructor(s)	Mr. Leung Cheuk Fun		
Pre-requisite	No special prerequisites are needed		
Target Participants		<ul style="list-style-type: none"> ➤ P4 to P6 HKAGE student members ➤ Class size: 30 	
Medium of Instruction		English with English handouts	
Certificate		<p>E-Certificate will be awarded to participants who have:</p> <ul style="list-style-type: none"> ❖ Attended at least 3 sessions; AND ❖ Completed all the assignments with satisfactory performance 	
Intended Learning Outcomes		<p>Upon completion of the programme, participants should be able to:</p> <ol style="list-style-type: none"> 1. Learn the basic concept of programming; 2. Instruct objects to react under different conditions by adjusting the parameters in the game; 3. Create simple computer games under a default environment. 	
Application Procedure		<p><u>This programme is Programmes with No Screening</u></p> <p>There are no screening questions, written test or other screening methods for this type of programmes.</p> <ul style="list-style-type: none"> ● Student members can select up to 5 programmes from a list of selection. Applicants have to state the priority when submitting the application. (1st priority, 2nd priority, 3rd priority, etc). 1 token is required for each programme (For programme list, please refer to the issue 14 of Gifted Gateway (click here)); ● Application can only be submitted once. Once it is submitted, the priority and the programme selection cannot be changed; ● If a student member removes a programme from the application before the application deadline by withdrawal, the choice priority will remain unchanged. (For example: A student has selected three programmes and removed the programme with the 1st priority from the application. The choices of 2nd and 3rd priority will remain unchanged with no promotion in priority.); ● We will select the students based on the student's choice of priorities and a randomly generated selection by the computer system. If there is time clash between the applied programme and other programmes with offer, HKAGE will consider if the application will be accepted; ● Priority will be given to student members who have not completed the applied programmes; ● Student members should avoid applying programmes with time clash; ● The decision of HKAGE on the result of selection should be final. 	
Application Deadline	18 Apr 2019 12n.n.	Application Result Release Date	26 Apr 2019
Student members may withdraw from the programme on or before the deadline. Otherwise, the token will be deducted.			

Schedule



Session	Date	Time	Venue
1	13 Aug	9:00 a.m. – 12:00 noon	HKAGE ¹ Classroom to be confirmed
2			
3	15 Aug	2:00 p.m. – 5:00 p.m.	
4			

¹ Sha Kok Estate, Shatin, N.T., Hong Kong ([Map](#))

Remarks: Students should bring their own USB flash drives for saving files.

Course sample

Preparation

1. Get the skeleton file (select one)
<https://goo.gl/o3jj15D>
<https://tinyurl.com/y8nktsjc>
2. Use a Notepad to open the file
3. The tutor will explain the code

Welcome to guessing game

Write some instructions here...

Guess a number:

Guessing game output

```
1 <h1>welcome to guessing game</h1>
2
3 write some instructions here...<BR><BR>
4
5 Guess a number:
6 <input type="text" id="guess" value="">
7 <input type="button" onclick="yourGuess()" value="submit"> <BR><BR>
8
9 <textarea id="output" name="output" rows="30" style="width: 50%; "></textarea>
10
11
12 <script language="javascript">
13
14   window.onload = function(){
15     generate_number_to_guess();
16   }
```

Enquiries

For enquiries, please contact us at 3940 0101 After language selection, press "1".