



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



- P4 to P6 HKAGE student members
- Class size: 30

Medium of Instruction



English with English handouts

Certificate



E-Certificate will be awarded to participants who have:

- ❖ Attended **at least 3 sessions**; **AND**
- ❖ Completed all the assignments with **satisfactory performance**

Intended Learning Outcomes



Upon completion of the programme, participants should be able to:

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 Deadline

18 Apr 2019

12n.n.

Application Result Release Date

26 Jun 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	Computer Room, Buddhist Kok Kwong Secondary School ¹
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/o3j15D>
<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".