



# Introduction to Lua with Roblox

(E1COD002C)

<b>Introduction</b>	<p>Roblox is one of the most successful gaming platforms. Users can create their own games and play with friends.</p> <p>To create your game as a user, Roblox uses a programming language called Lua, which is widely used in various applications, from the editor to the Integrated Development Environment (IDE) to embedded system to gaming.</p> <p>Lua is a scripting language, which dictates the behaviors of certain elements in the game. In this workshop, we will explore how scripting language is different from the ordinary computer language and its interaction with Roblox platform. We will conduct coding exercise to create some gaming elements.</p>
<b>Programme Type / Level</b>	Coding Course (Level I) ( <a href="#">Token-required</a> )
<b>Instructor(s)</b>	Mr LAU Kam Ming (Smart Kiddo Education Limited)
<b>Pre-requisite</b>	No special prerequisites are needed
<b>Target Participants</b>	<ul style="list-style-type: none"><li>➤ P4 to P6 HKAGE student members only in 2020/21 school year</li><li>➤ Class size: 30</li></ul>
<b>Medium of Instruction</b>	English with English handouts
<b>Certificate</b>	<p><b>E-Certificate</b> will be awarded to participants who have:</p> <ul style="list-style-type: none"><li>❖ Attended <b>at least 3 sessions; AND</b></li><li>❖ Completed all the assignments with <b>satisfactory performance</b></li></ul>
<b>Intended Learning Outcomes</b>	<p>Upon completion of the programme, participants should be able to:</p> <ol style="list-style-type: none"><li>1. use Lua coding and Roblox platform to create a virtual environment;</li><li>2. explain the object-oriented programming features in Roblox</li><li>3. create interactive characters in Roblox;</li><li>4. produce a virtual environment with alternating daytime and nighttime scenes;</li><li>5. control the physics (e.g., velocity) in the virtual environment to achieve desirable object movement.</li></ol>
<b>Application Procedure</b>	<p><b><u>This programme is Programmes with No Screening</u></b></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"><li>● Student members can select up to 5 programmes from a list of selection. Applicants have to state the priority when submitting the application. (1<sup>st</sup> priority, 2<sup>nd</sup> priority, 3<sup>rd</sup> priority, etc). 1 token is required for each programme (For programme list, please refer to the issue 22 of Gifted Gateway (<a href="#">click here</a>));</li><li>● The application can only be submitted once. After submission of the application, the programme selection and the priority cannot be changed;</li><li>● 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 1<sup>st</sup> priority from the application. The choices of 2<sup>nd</sup> and 3<sup>rd</sup> priority will remain unchanged with no promotion in priority).</li><li>● 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;</li><li>● Student members should avoid applying programmes with time clash;</li><li>● The decision of HKAGE on the result of selection should be final.</li></ul>

Application

23 Apr 2021 12:00 n.n. Application Result Release Date

30 Apr 2021

Deadline

If student members withdraw from the programme after the Application Deadline, the token will be deducted.

### Schedule

Session	Date	Time	Venue
1	19 Jun	9:30 a.m. – 12:30 n.n.	Zoom meeting
2		2:00 p.m. – 5:00 p.m.	
3	26 Jun	9:30 a.m. – 12:30 n.n.	Zoom meeting
4		2:00 p.m. – 5:00 p.m.	

### Enquiries

For enquiries, please contact Academic Programme Development Division on 3940 0101  
After language selection, press "1".

**SCIENCES**

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