



Introduction to Lua with Roblox

(E1COD002C-2)

Introduction	<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> <p><i>This is the re-run course of Coding Course (Level I): Introduction to Lua with Roblox (E1COD002C).</i></p>																
Programme Type / Level	Coding Course (Level I) (Token-required)																
Instructor(s)	Mr LAU Kam Ming (Smart Kiddo Education Limited)																
Pre-requisite	No special prerequisites are needed																
Target Participants	<ul style="list-style-type: none">➤ P4 to P6 HKAGE student members only in 2020/21 school year➤ 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. use Lua coding and Roblox platform to create a virtual environment;2. explain the object-oriented programming features in Roblox3. create interactive characters in Roblox;4. produce a virtual environment with alternating daytime and nighttime scenes;5. control the physics (e.g., velocity) in the virtual environment to achieve desirable object movement.																
Application Deadline	19 May 2021 12:00 n.n																
	If student members withdraw from the programme after the Application Deadline, the token will be deducted.																
Schedule	<table border="1"><thead><tr><th>Session</th><th>Date</th><th>Time</th><th>Venue</th></tr></thead><tbody><tr><td>1</td><td rowspan="2">3 Aug</td><td>9:30 a.m. – 12:30 n.n.</td><td rowspan="2">Zoom meeting</td></tr><tr><td>2</td><td>2:00 p.m. – 5:00 p.m.</td></tr><tr><td>3</td><td rowspan="2">5 Aug</td><td>9:30 a.m. – 12:30 n.n.</td><td rowspan="2">Zoom meeting</td></tr><tr><td>4</td><td>2:00 p.m. – 5:00 p.m.</td></tr></tbody></table>	Session	Date	Time	Venue	1	3 Aug	9:30 a.m. – 12:30 n.n.	Zoom meeting	2	2:00 p.m. – 5:00 p.m.	3	5 Aug	9:30 a.m. – 12:30 n.n.	Zoom meeting	4	2:00 p.m. – 5:00 p.m.
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Enquiries	<p>For enquiries, please contact Academic Programme Development Division on 3940 0101</p> <p>After language selection, press "1".</p>																