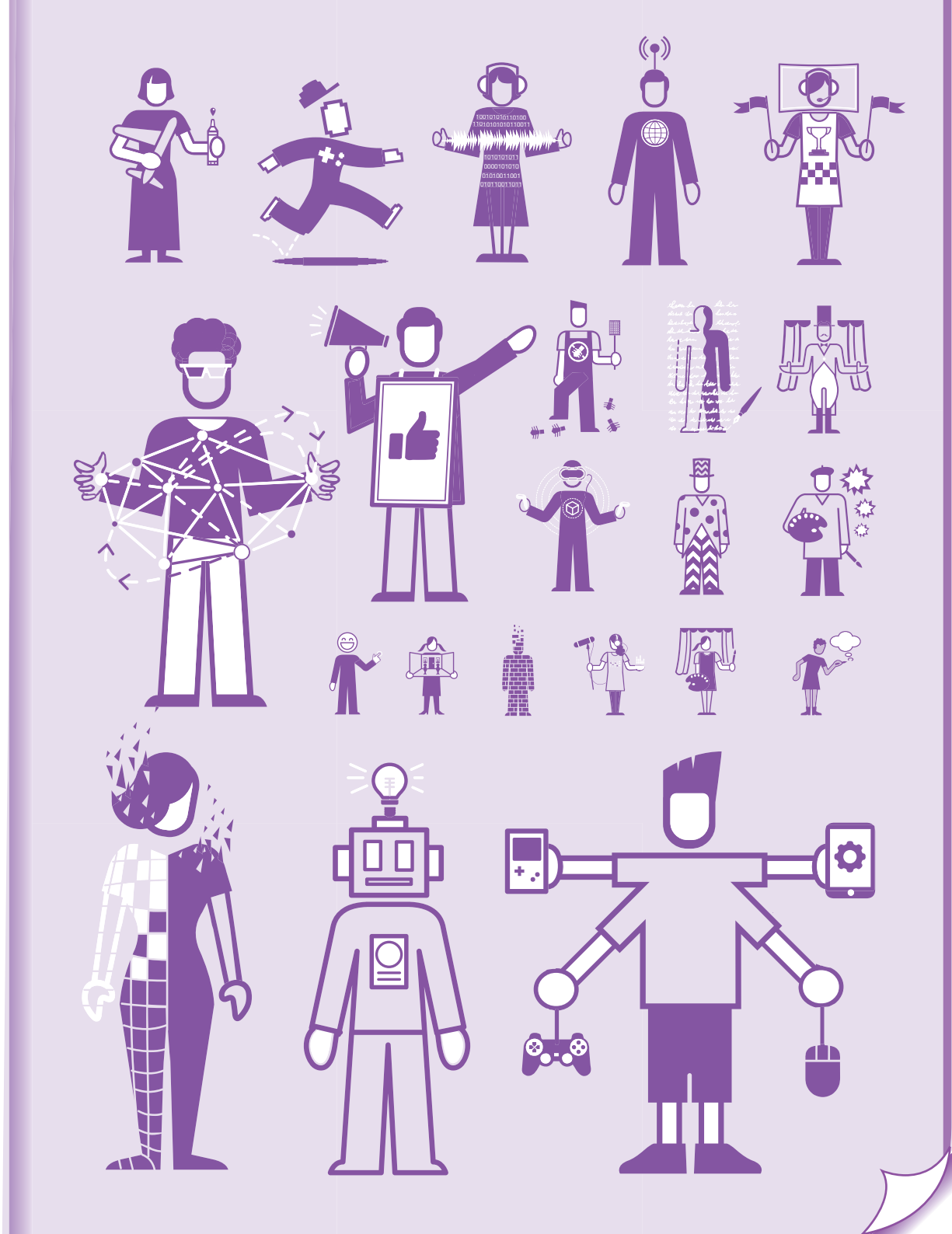


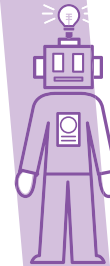
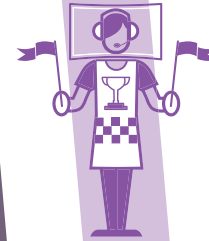
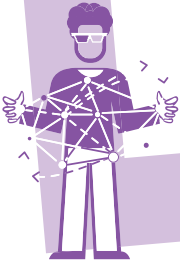
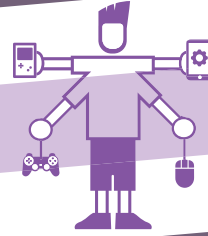
# Games

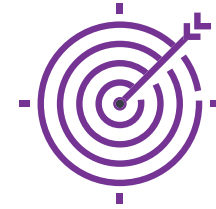
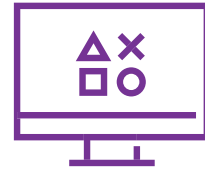
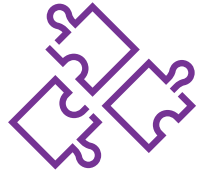
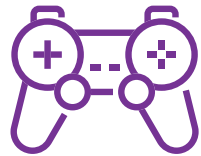
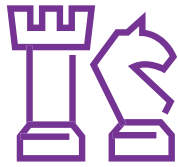
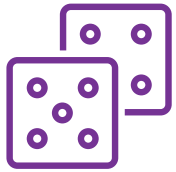
What jobs are needed to make a game?



# The learning objective

To understand the  
wide variety of roles  
and jobs available in  
the games industry

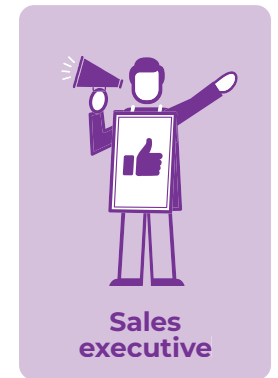
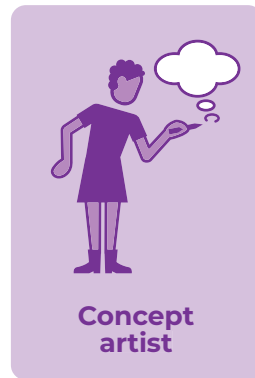
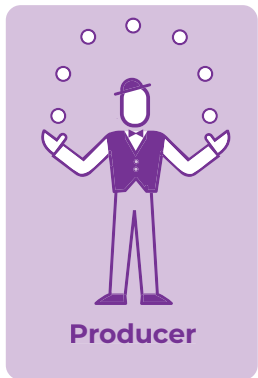
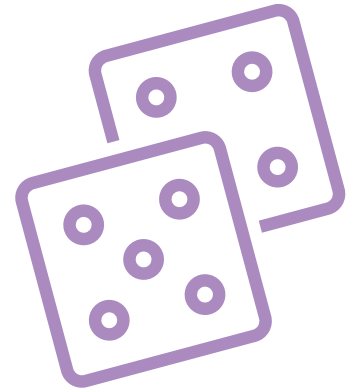




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**What is gaming?**

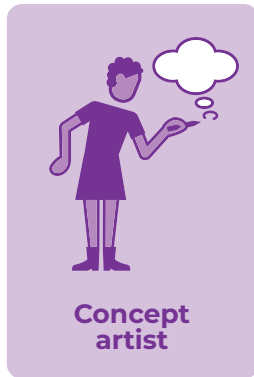
# What roles do you need to make a board game?



# What roles do you need to make a Scratch game?



Gameplay designer



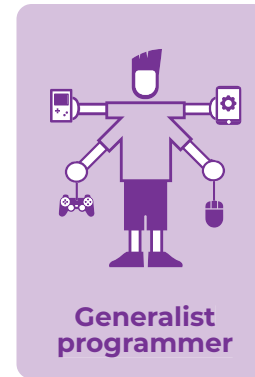
Concept artist



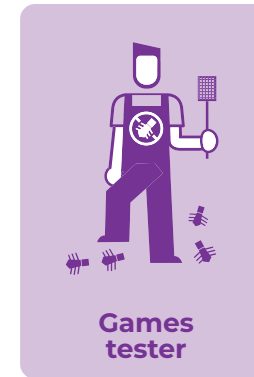
Artist



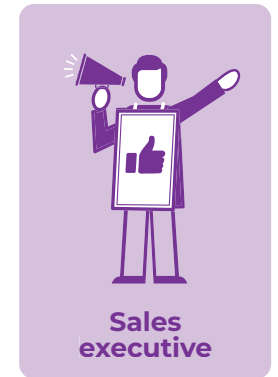
Sound designer



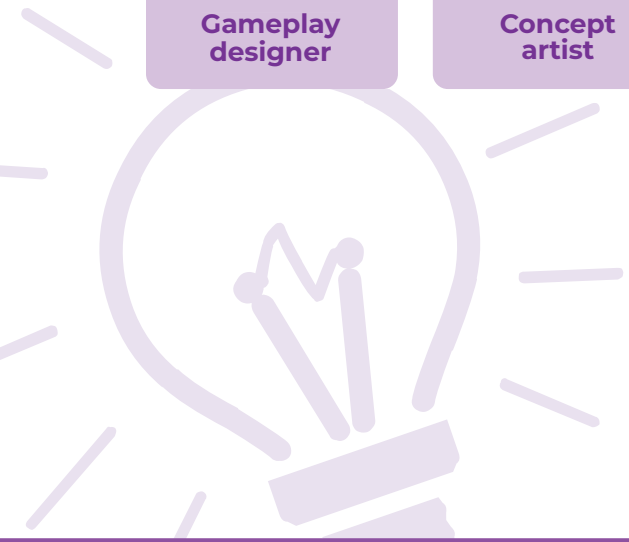
Generalist programmer



Games tester



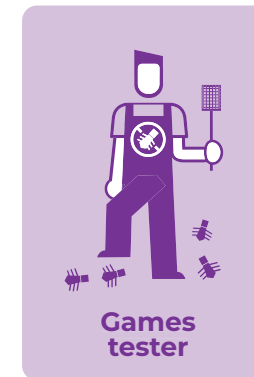
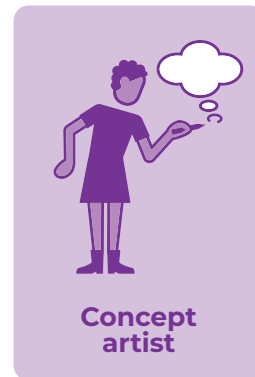
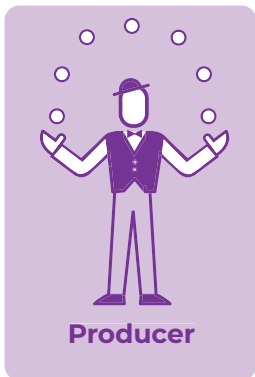
Sales executive



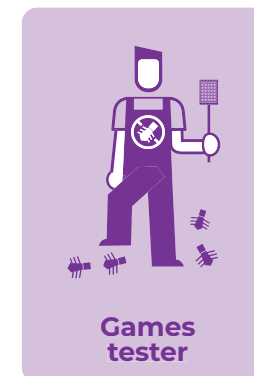
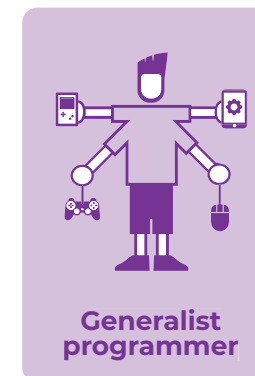
# Decide on your roles



## Board game



## Scratch game



# Design your game

## Board game



ScreenSkills

**Our board game**

What is the game is going to look like? The design?

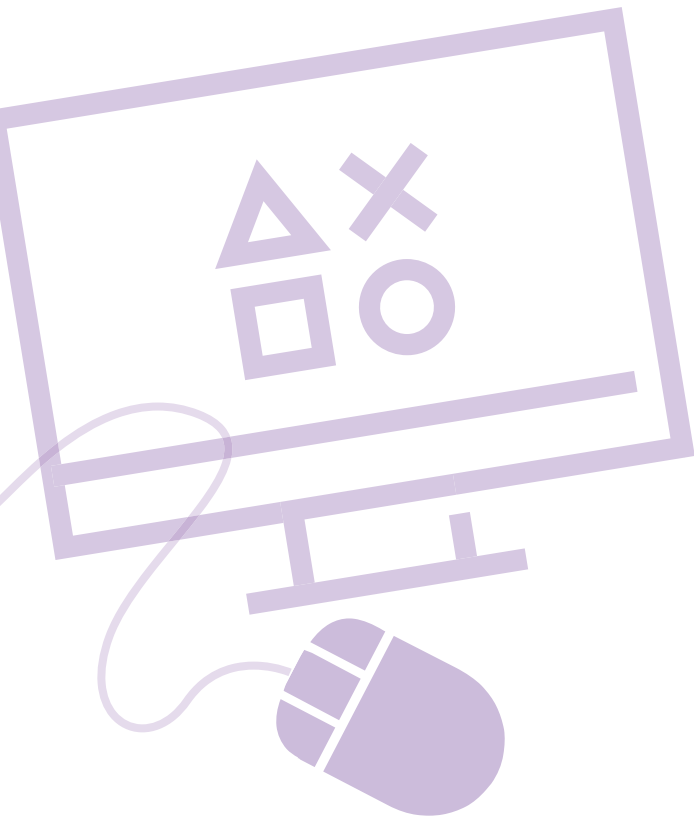
Which characters are you going to use?

going to play the game?



# Design your game

## Scratch game



**ScreenSkills**

**Our Scratch game**

Which game are you going to make?

- Chase game
- Pong game
- Animate an adventure game
- Clicker game

Watch the tutorials. [Go to: https://scratch.mit.edu/projects/editor/?tutorial=all](https://scratch.mit.edu/projects/editor/?tutorial=all)

What are the rules of your game?

How do you win your game?

How many players?



**Make your game**

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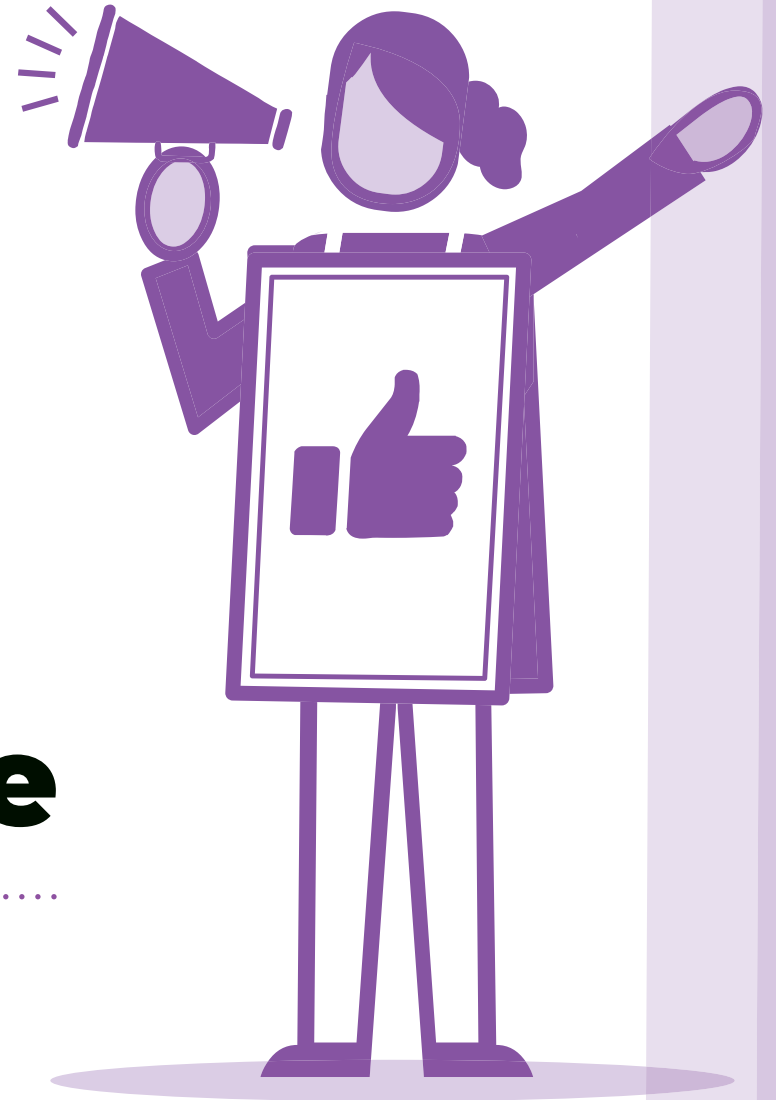
# Test your game

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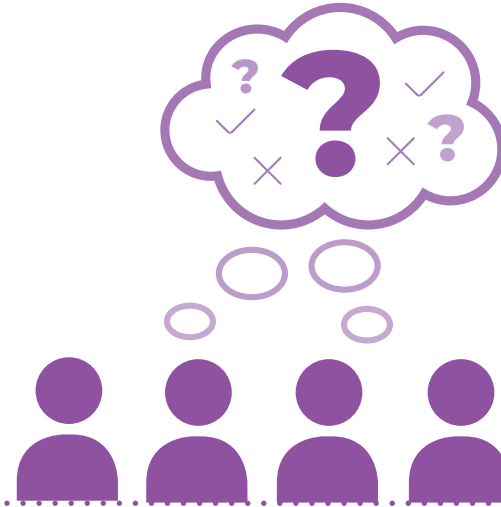


**Pitch your game**

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# Evaluation



- **How do you feel about your game?**
- **Do you understand more about the variety of job roles in the games industry?**
- **Did anything unexpected happen?**
- **Are there any improvements you could make?**

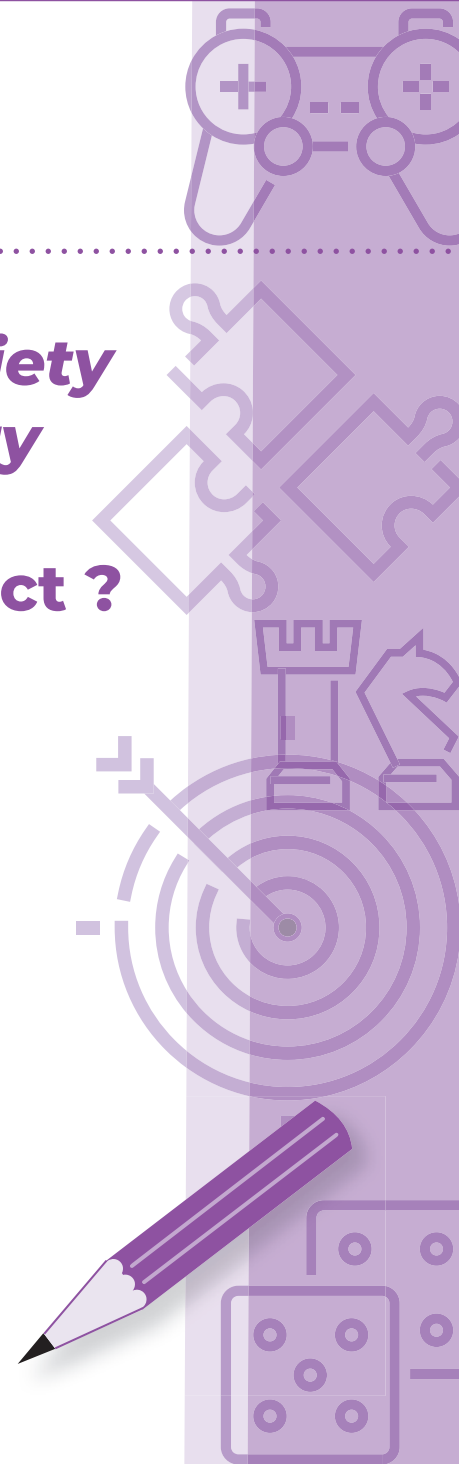


# Plenary

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**Learning objective:** *To understand the wide variety of roles and jobs available in the games industry*

- **How important was your role to the final project ?**
- **Did you enjoy your role?**
- **Was there a role you would rather have been doing and why?**
- **Were there any roles missing?  
(refer back to sticky notes)**
- **How effective was your team?**





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**ARTS COUNCIL  
ENGLAND**

Produced by ScreenSkills

Design by Dave Gray (iamdavegray.com)

Icons based on an original concept by Ian Murphy and Allan Burrell (compositingcoach.com)

[www.screenskills.com/resources](http://www.screenskills.com/resources)

