TheVictorian InformationTechnology TeachersAssociation Inc.

VITTA presents:

LEARN TO CREATE GAMES FOR THE IPOD TOUCH, IPHONE AND IPAD!

A ten week Professional Learning series for teachers

When: Thursdays, starting May 27th from 4.30 to 6.30 PM
Where: Multimedia Centre, Strathcona, 34 Scott Street Canterbury
Who: All teachers, primary, middle years and secondary

Why Games?

Games developed for handheld devices address skills for the future, and require players to master skills in demand by today's employers – strategic and analytical thinking, problem solving, planning and execution, decision-making, and adaptation to rapid change. Games offer attributes that are important for learning – clear goals, lessons that can be practiced repeatedly until mastered, monitoring learner progress and adjusting instruction to learner level of mastery, closing the gap between what is learned and its use, motivation that encourages time on task, personalization of learning, and infinite patience. Today's students – the so-called digital natives – are poised to take advantage of educational games.

Why Create Games?

Creating games gives teachers control over the design of the games, and the games can be designed to suit your domain. Creating games enables teachers to cater for individual needs of students. Designing games is like designing learning to meet student outcomes. Help your students develop skills for the future, particularly 21st century skills.

This course will go from 4.30 pm to 6.30 pm on the following dates:
May 27th, June 3rd, June 10th, June 17th, June 24th, July 15th, July 22nd, July 29th, Aug 5th, and Aug 12th.

ABOUT THE PRESENTER

Conor O'Kane is an independent video game developer and lecturer at RMIT University, where he teaches various game development related classes. He has worked as an artist in the games industry for over 10 years, at Funcom in Dublin, Ireland, and Tantalus in Melbourne. Since 2007 has been developing his own games using the Torque Game Engine. Conor has worked on games for Xbox, Playstation, Nintendo DS and Playstation Portable, and has released his own games on Windows, Mac and iPhone. Conor uses the Torque 2D Game Engine because of its versatility and speed, and has found it to be an excellent platform for use in education.
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WHAT WILL YOU LEARN?

This 10 week course covers creating simple 2D games using the Torque game engine, and putting these games onto handheld devices such as the iPad, iPhone or iPod Touch. The course is tailored for teachers who want to use game development as a learning aid.

Areas covered include:

- Importing artwork, or creating original art for use in games.
- Writing scripts to add interactivity and gameplay.
- Creating particle effects.
- Incorporating tilt and touch input methods.
- Adding sound effects and music.
- Using Apple's Xcode to deploy games onto the target platforms.
- Hardware, software and financial requirements for Torque game development in the classroom.

REGISTER ONLINE AT

www.vitta.org.au/events/event/learn-to-create-games-for-the-ipod-touch-iphone-and-ipad

Cancellations
No refunds if less than 5 working days notice. Cancellations prior to this incur a 25% cancellation fee. Cancellations must be made in writing to pd@vitta.org.au
Confirmation and receipt
Upon registering you will receive a confirmation email, though spam blocking can prevent this. Please contact Jo at jo@vitta.org.au if you don't receive this email.
Price
VITTA members $ 600 (Inc. GST) non-members $750.00 (Inc. GST)