

VITTA Professional Learning Term 3

Advanced Game Maker

Geelong & Melbourne

Game Maker is a free Windows programming language that can be used at school or home. Its simple drag and drop interface means a variety of games can be created, delivering enhanced thinking skills in a novel and motivating way.

This session will build on learning from the previous VITTA Game Maker beginner sessions.

Program

4.30 Registration & refreshments

4.45 Advanced Game Maker, covering

- Variables and their use, e.g. to track items kept in an inventory
- The object.variablename convention along with the concepts of scope, visibility, global & persistent
- Initially a focus on introducing single variables into drag and drop actions followed by larger code segments using the "execute a piece of code" window
- Non-game uses will be explored

7.00 Close

When & where?

VITTA are offering 2 advanced Game Maker sessions:

Wed 12 Sep

4.30-7.00pm

Westall SC
Rosebank Ave
Clayton South
Melway 79 E6

Mon 17 Sept

4.30-7.00pm

Oberon PS
28 Dorothy Ave
Belmont Geelong
Melway 451 J12

Why?

Learn **advanced Game Maker** skills to achieve **enhanced learning and motivation** through designing & programming **computer games**

For whom?

For years 3 to 12 teachers, especially year 11 Unit 2 teachers

Prerequisites

Attendees need to be able to make a simple game with Game Maker, e.g. a Pacman game

Who?

- Tony Forster, Programming, Multimedia and Maths Cluster

Important information

- 12/9 attendees – bring your USB
- 17/9 attendees – bring your PC laptops
- Install gamemaker.nl before the event

Contact

Caroline Bailey
Professional Learning Coordinator
T: 9495 6836
F: 9495 6834
pd@vitta.org.au
vitta.org.au/events



The Victorian
Information Technology
Teachers Association

REGISTRATION INFORMATION

Register Online

Register online at vitta.org.au/events

From the 'events' tab select the event link and follow the instructions. Regardless of whether you are a VITTA member or not, you will have to login as a website user to register. Non-members can register for free at the prompts. If you have forgotten your password select the option from the login page to have it re-sent to you. Your user name should be your email address or last name + first letter of your first name.

Fees

Fees include refreshments, any resources provided, and are per person inclusive of GST.

VITTA Individual Member:	\$ 112.5
VITTA School Member:	\$ 130
Non-VITTA Member:	\$ 145

Cancellations

No refunds if less than 5 working days notice. Cancellations prior to this incur a 25% cancellation fee.

Confirmation & receipt

Upon registering you will receive a confirmation email & tax invoice, though school spam blocking can prevent this. Please email Caroline at pd@vitta.org.au if you don't receive this email upon registration. Please bring this email with you to the event.

You will also receive a reminder email a few days prior to the PD.

Privacy

VITTA has a privacy policy that endorses National Privacy Policy Principles set out in the Privacy Act (Private Sector) ACT 2000. A copy of the policy can be found on the VITTA website vitta.org.au or call 03 9495 6836.

PARKING

Oberon Primary: Please park in Dorothy Ave or behind the Karate Hall area off Dean Street (about 60 metres from the school).

Westall Secondary College: There is sufficient parking at the front of the school

VITTA Professional Learning Calendar

VITTA Events

VB.net

programming for beginners
Wed 18 Jul

databases

Wed 1 Aug

PHP and MySQL

5 session program

Tuesdays

24 Jul

7 Aug

21 Aug

4 Sep

18 Sep

Saturdays

28 Jul

11 Aug

25 Aug

8 Sep

Sat 22 Sep

VCE & VET exams

for Students

Sun 19 Aug

Moblogging

for English teachers

3 session program

Tue 14/8

Tue 4/9

Thu 8/11

James Farmer - keynote

& various presenters

Thu 30 Aug

SWITCHED ON: ICT NOW

ICT WEEK 23-27 JULY 2007

www.ictweek.vitta.org.au

2007 VITTA Annual Conference

Rethinking Education: you say
you want a revolution?

Call for papers **now open**

New Presenters

Interested in presenting for
VITTA? Contact Caroline to
discuss.