

Argyll and Bute Kodu Competition

The Learning Technologies Team is pleased to announce the 1st annual Argyll and Bute Kodu Competition. The competition is open to all Argyll and Bute schools and entries **must be received by Thursday 1st May 2014.**

The competition involves pupils developing a computer game using Kodu and also making a game cover using the template provided.

This document contains:

- Competition information
- Judging Criteria
- Pupils self-evaluation document
- Game case design information



N.B. – All school wishing to participate in this competition must register their school by emailing blog@ea.argyll-bute.sch.uk.

It is advisable to make sure you have the latest version of Kodu (version 1.4.6.0) installed on your school computers - <http://www.microsoft.com/en-gb/download/details.aspx?id=10056/>.

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The competition is open to all Argyll and Bute schools and entries must be received by 1st May 2014.

Two files need to be submitted per team or individual;

- ✓ Kodu game
- ✓ Game cover (using the template provided)

About the Competition

Pupils can enter the competition as individuals or as part of a team of up to three people.

The competition has three categories;

- P3 – P5
- P6 – P7
- S1 – S3

Each school can enter a maximum of 2 entries per category.

Competition Prizes

The winner of each category will be awarded a prize with the overall winner receiving a star prize for their school.

Game Themes:

Each games submitted must match one of the four following themes:

- Glasgow 2014 commonwealth games
A sports themed Game, relating to this year's commonwealth games.
- Retro Arcade Game
Recreate an arcade game from the past with a Kodu twist (e.g. Pac Man, Sonic the hedgehog, Bubble Bobble etc).
- Environmental awareness game
Create a game that tackles environmental issues. This could be a local or school-based scenario or something more global.
- Mars Exploration
Use the Mars Rover character in Kodu to create a game centred on the exploration of Mars.

Rules

- ✓ The entry must be the individual or team's own work.
- ✓ The size of the team must not exceed three students.
- ✓ All team members must be enrolled at the same school.
- ✓ A Kodu game and a Game cover must be submitted.
- ✓ Schools cannot enter more than 2 games per category

Closing date:

Schools wishing to participate in the Kodu Competition must email blog@ea.argyll-bute.sch.uk to register their schools interest.

All entries **must** be received by Thursday 1st May 2014. Game submission instructions will be issued in due course to registered schools.

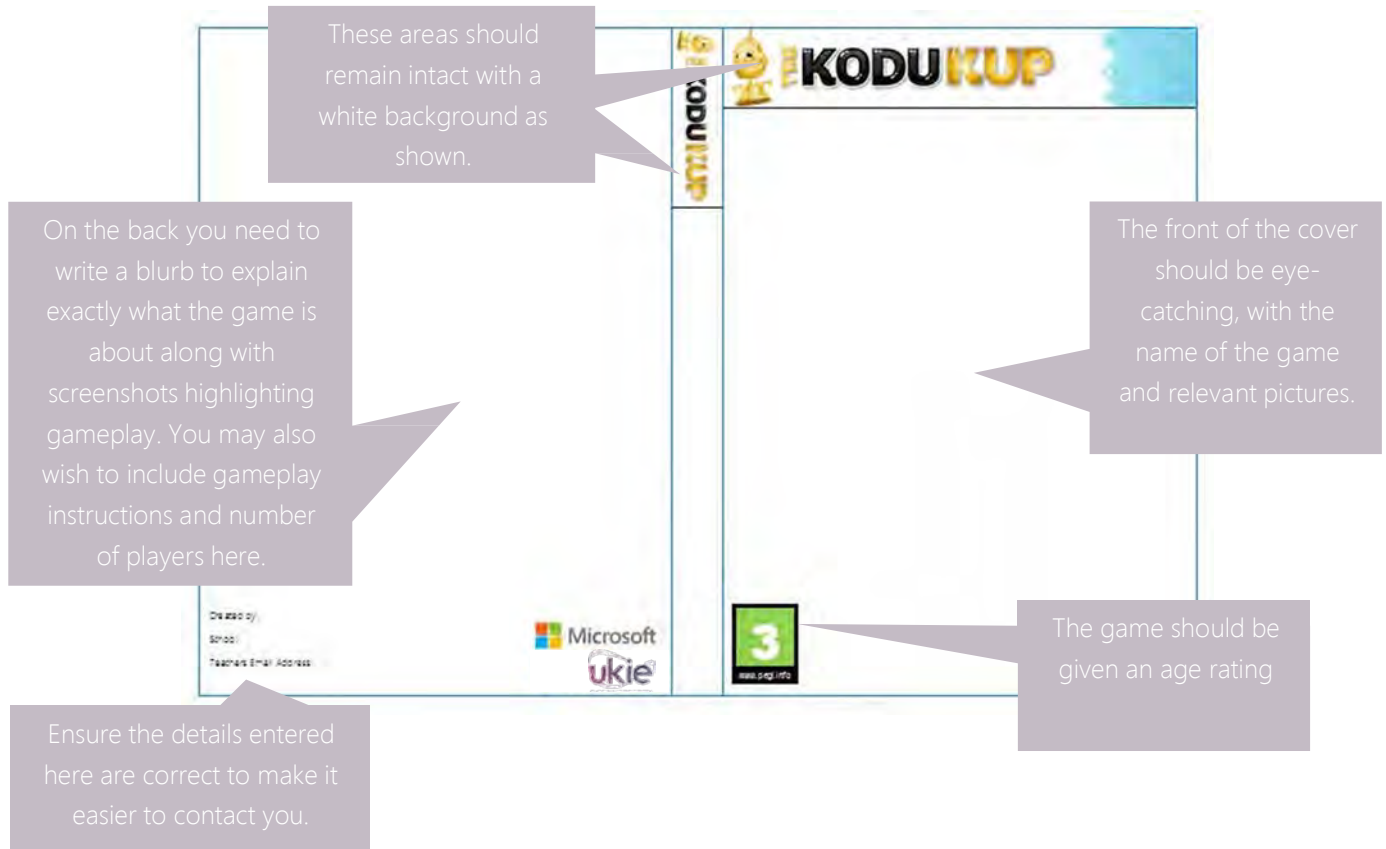


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Using the Game Cover Template

A template has been provided for the pupils to create a cover to go with their game. The template is available in both Publisher and Word formats. Pupils are free to use either template; they may add to this but the components indicated must remain intact.

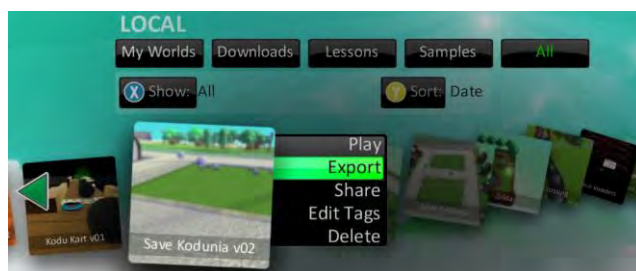
It is advisable to save this as a .pdf file before uploading to ensure any additional fonts used look as expected when the judging process is carried out.



How to Export Games from Kodu

Before you can submit the games they will need to be exported from Kodu Game Lab, this is a very simple process, the steps to follow are given below (alternatively you can watch a tutorial video here: bit.ly/KoduExport).

1. Once the game has been saved select 'Load' world from the menu and find the game you wish to export.
2. Select the game and a menu will appear, as shown below; select the 'Export' option.



3. You will then be prompted to select a location in which to save the game; this could be in the pupils individual work area or could be saved to a memory stick, enabling you to collect all games in the same place ready to submit the entries.



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Judging Criteria

The following mark-scheme will be used to judge each submission. Each area will be graded on a scale of 1-3 (3 = Exceeds expectations, 2 = Meets expectations, 1 = Fails to meet expectations)

Design Aspect		Grade (1-3)
Game Cover	Front of cover is eye-catching and well presented.	
	Game-blurb provides clear information about the context of the game.	
	Cover includes key details (age, theme, number of players etc.)	
	TOTAL (Game Cover)	
Game Play Experience	Clear and helpful instructions are used at the beginning and throughout the game.	
	The theme and storyline for the game are clear.	
	Helpful feedback is provided when the player advances or fails to advance through the game.	
	Navigation is simple and the game is intuitive to use.	
TOTAL (Game Play Experience)		
Game Complexity	Game includes at least 3 objects that have received Kode.	
	World settings are configured properly to make sure the game functions correctly.	
	Game has an objective with "win" and "lose" conditions.	
	Game Kode functions correctly in all areas with all sprites.	
TOTAL (Game Complexity)		
Design of the Environment	Visual design of the world is creative and reflects the concept of the game.	
	Sound effects/music have been used to enhance gameplay.	
	TOTAL (Design of the Environment)	
TOTAL		

Mark-scheme created in reference to **Studio K** (www.eriainteractive.com/pdfs/Kodu_CurriculumDoc.pdf)

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Pupil self-evaluation - Judging Criteria

Game Cover

- Front of cover is eye-catching and well presented.
- Game-blurb provides clear information about the game and of the context.
- Cover includes key details (age, theme, number of players etc.)

Game Play Experience

- Clear and helpful instructions are used at the beginning and throughout the game.
- The theme and storyline for the game are clear.
- Helpful feedback is provided when the player advances or fails to advance through the game.
- Navigation is simple and the game is intuitive to use.

Game Complexity

- Game includes at least 3 objects that have received Kode.
- World settings are configured properly to make sure the game functions correctly.
- Game has an objective with “win” and “lose” conditions.
- Game Kode functions correctly in all areas.

Design of the Environment

- Visual design of the world is creative and reflects the concept of the game.
- Sound effects/music have been used to enhance gameplay.