




Oregon Game Project Challenge Coach Workshop

Presented by: Your Name




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2011 Season Overview

- December 13, 2010: Theme Announced
- January 10, 2011 - Registration Opens
 - Register online: <http://techstart.org/ogpc>
 - Registration fee: \$50
- March 14, 2011: Registration Closes
- March 1 through April 1, 2011
Game Concept Document Accepted
- April 30, 2011 – Tournament at Chemeketa CC

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OGPC Mission

- OGPC is not just about programming a game and competing in tournaments

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OGPC Mission

- Teach General Life Skills
 - Project Planning
 - Time Management
 - Teamwork
 - Cooperation
 - Communication
 - Responsibility

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OGPC Mission

- Teach Specific Technical Skills
 - Program Planning
 - Design
 - Coding
 - Testing
 - Creating Sprites
 - Creating Sound Effects
 - Documentation



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OGPC Mission

- Show How Much FUN a Team Project Can Be!!
 - Allow some social time along with the work time
- Team Members Do the Work – It is THEIR Project
 - Each member has roles and responsibilities
- Open their minds to the possibility of a technical career choice
 - A project like this can change a life choice

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Forming Your Team

- How many members do you need?
- Difference between the coach and the mentors
- Where will you meet?
- Other adults to work with the team
- Ethics
- General Advice

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Forming Your Team

How many members do you need?

- High initial interest may fade
- Eventually team must stabilize at 4-7 team members at either the high school level or 4-7 members at middle school level.
 - Note: Mixed teams must register as high school teams
- 4 students may be the “ideal”
- Sub-groups of 1-2 students can work in parallel
 - Research the theme
 - Learn programming techniques
 - Develop graphics
 - Develop sound effects
 - Prototype a game with “place-holder” sprites
 - Work on the presentation

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Forming Your Team

Adult team members: Coach and Mentors

- Coach – The person in charge
 - Organizes the team
 - Does not need to be a techie
- Mentors – The technical gurus
 - Provides technical advice
 - Provides the technical basics
- One person can play both roles

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Forming Your Team

Coach – the person in charge

- Single point of contact for team
- Understands the ogpc program
- Management expertise more important than technical expertise
 - Recruits the team
 - Registers the team
 - Arranges for equipment
 - Schedules meetings
 - Sets the philosophy and instills team spirit
 - Is a good role model

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Forming Your Team

Mentors: The Technical Gurus

- Technical Advisor to assist the coach
- Teaches game programming design
- Helps set achievable goals
- Encourages structured problem solving
 - Follow typical engineering project models
 - Experiment with one variable at a time
- A mentor could be you, a colleague, parent, a high school or college student, an occasional visitor

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Forming Your Team

Team Ethics

- We are a team
- We do the work to find the solutions with guidance from our coaches and mentors.
- We honor the spirit of friendly competition
- What we discover is more important than what we win
- We share our experiences with others
- We display gracious professionalism in everything we do
- We have fun

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Forming Your Team

General Advice to all Adults

- This is the students' project, not yours
- Be a good role model
- Keep a positive attitude
- Encourage teamwork and insist on mutual respect
- Don't over emphasize "winning" – demonstrating a solution at a tournament is success
- Encourage the process, not just the finished product
 - Teams should still attend even if parts of the game are not finished.
- Help kids keep project in scope of the short season – they will have more ideas than time!
- Have fun



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Registering Your Team

- All registration and support documents will be posted at <http://techstart.org/ogpc>



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Registering Your Team

- Opens: January 10, 2011
- Closes: March 14, 2011
- Web address: <http://techstart.org/ogpc>
- \$50 registration fee
- First-Come-First-Served, so REGISTER EARLY!!

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Equipping Your Team

- What resources do you need to get started?
- Software Warnings
- Example budget
- Possible sources of funding

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Equipping Your Team

Choosing the Track

- Two tracks available
 - Open (any platform, program for any device)
 - Game Maker

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Equipping Your Team

Resources to get you started

- A copy of Game Maker 7 or 8 – or your chosen software for Open Division
- Game Maker Free Edition (<http://yoyogames.com/gamemaker>); Pro Edition (\$25)
- Other software Platform (price will vary)
- A laptop computer (teams should bring this to the competition)
- Game Maker requires Windows XP, Vista, or 7
- A place to meet and work (Classroom, Family room, Garage, Community Room)

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Equipping Your Team

Software Warnings

- School security may not game development tools to be installed or run on school equipment
 - Consider using personal laptops
 - Game Maker runs nicely from a Flash drive
 - Provide a way to share work
 - Flash drives, email, Google docs etc
 - Teach kids to save versions as they go
 - Backup progressive versions to a safe place
- Teach about copyright laws regarding sprites, photos, code, etc.

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Equipping Your Team

Example Team Budget

- Registration Fee: \$50
- Game Maker: \$0 (Lite) or \$25 (Pro) or Other Software Cost for Open Track
- Transportation: _____
- Total: _____
- Extras: team shirts, snacks, etc

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Equipping Your Team

Possible Sources of Funding

Having some portion of costs picked up by team members gives a sense of commitment

Fundraising Activities

Team Sponsors

TechStart Scholarship

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Managing Your Team

- Organize Your Team Meetings
- Team Kick-Off Meeting
- Parent Involvement
- Getting Started with Team Members
- Learning Opportunities
- Software Development Cycle
- Making Progress

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Managing Your Team

Organizing Your Team Meetings

- How often and how long to meet
 - Most teams meet 2-3 times per week
 - After school, evenings, weekends as team desires
 - Some add extra time as they get closer to end
 - > 1 hr (set up and take down)
 - < 3 hrs (attention span)
- At least 2 adults present during meetings – can use parents who take turns
- Set ground rules -- e.g. Don't have kids walk home by themselves after dark, cell phones during meetings,...
- Refreshments / snacks

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Managing Your Team

Team Kick-Off Meeting

- Consider inviting parents
- Set expectations with both
 - Goals
 - Season
 - Milestones
 - Time Commitment
 - Team Commitment
- Explain the real situation to the parents

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Managing Your Team

Parent Involvement

- Explain program/philosophy
- Explain team rules
- Discuss participation commitment for team members
- Review costs and funding sources
- Communicate about tournament
- Solicit help – Roles for parents
 - Car Pooling
 - Snacks
 - Coordinate Fund Raising
 - Publicity
 - End of Season Party

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Managing Your Team

Getting Started with Team Members

- Set Team Goals
- Decide responsibilities
 - Can rotate, especially near beginning
 - Usually will want to be fixed as near tournament
 - Need backup roles due to absences
- Set milestones – use project management analogy
 - Set dates for each phase of project to keep on track
 - Include design, build, test, REWORK
- Encourage participation in a team environment

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Managing Your Team

Learning Opportunities

- Encourage risk taking
 - “If you never fail, you never tried anything new.” Albert Einstein
 - Key is to manage the risk
- Encourage experimentation
- Expect failure – focus on what is learned as a result
- Problem solving takes time – Edison tried thousands of different materials to come up with the light bulb filament

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Managing Your Team

Software Development Cycle

- Defining problem
- Brainstorming
- Evaluating alternatives
- Choosing alternative
- Implementing
- Evaluating & testing



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Managing Your Team

Making Progress

- Skill Builders or Templates
- Simple Games to focus on a Concept
 - Examples found in free on-line tutorials
- Learning Exercises
 - Motion Control
 - Collisions
 - Game Flow
 - Levels of Difficulty

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Managing Your Team

Making Progress

- Build a Foundation
- Introduce techniques and concepts
 - Build or bring demos
 - Discuss advantages and disadvantages
 - Let kids figure out how to apply concept to Challenge
- If meetings start before Challenge is announced, can use mini-challenges to introduce concepts
- One approach: use 5-10 minutes at start of each meeting to introduce concepts

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Managing Your Team

Making Progress

- Sample Concepts
 - Use of a theme
 - Game Flow
 - Consistency and Variation
 - Scoring System
 - Use of Animations
 - Graphics
 - Testing
 - Documentation

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Managing Your Team

Making Progress

- Hard Skills
 - Mechanical Design
 - Programming
 - Software Design
 - Analysis
 - Problem Solving
 - Experimentation
 - Documentation
 - Computer Graphics
 - Testing
 - Human Interface
- Soft Skills
 - Timeliness
 - Teamwork
 - Tact and Compromise
 - Confidence
 - Courtesy
 - Perseverance
 - Planning
 - Positive Attitude

Turn these youths into engineers!!

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Managing Your Team

Making Progress

Divide and Conquer - Examples

- Game Designer
- Graphics & sounds
- Testing
- Marketing (Presentations)
- Rooms
- Levels
- Scoring
- Research

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Tournament Judging

Prepare Your Team for the Tournament Judging



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Tournament Judging

Many Awards Your Team Can Win

- Champion
- Game Experience
- Game R&D
- Presentation
- Programming
- Teamwork
- Rookie Team Award
- and more.....

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Tournament Judging

Team Performance Judging Interview

Presentation & Teamwork Award

- Engineering requires Research skills and presentation skills
 - (remember the marketing kid? ☺)

"The Bizness"
2nd Place
Teamwork Award
ogpc 1.0



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Tournament Judging

Technical Judging Interview

Programming Award Game Research & Development Award Game Experience Award

- Panel of "experts" interviews teams
- Prepare the team by:
 - Encourage ALL members to participate in presentation responsibilities.
 - Practice speaking in front of a group
 - Learn how to listen to "judges" questions and respond or pass them off to a teammate
 - Focus the presentation on how the game meets the requirements of the challenge
 - Personalize the presentation

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Tournament Judging

Our Mailing Lists

- OGPC Interest List
 - All volunteers – you can opt out
 - We add you when you express interest
- OGPC Coaches List
 - Coaches and mentors are added when you register your team
 - Communication from OGPC to registered coaches – very important channel!

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Tournament Judging

Next Steps

- Get on the ogpc interest list by sending an email to ogpc@techstart.org
- Register your team during Winter 2010
- Start recruiting your team
- Download the free version from <http://www.yoyogames.com/gamemaker> (or use software of your choice in open division)
 - Start playing with tutorials from that site

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Tournament Judging

Everybody Leaves a Winner



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Contact Information

- Email: ogpc@techstart.org
- Phone: (503) 228-5440
- Web: <http://techstart.org/ogpc>

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