



Gaming Concepts

INTERACTIVE MEDIA

SAMPLE



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Table of Contents

UNITS

LEVEL 1: Adventure Awaits – Players and coaches will explore the rules for class play, laws pertaining to social media and gaming, history of esports, and how interactive media plays a role in the gaming industry.

Lessons	Page #
1. Classroom Expectations	15-20
2. Copyright vs. Trademark	21-22
3. Creative Commons	23-24
4. It's a Secret to Everybody	25-27
5. A Growth Mindset Industry	28-30
6. Intellectual Property	31-33
7. Video Game Economics	34-36
8. Saving Files and Data Storage	37-38
9. Building a Resume with Esports Skills	39-42
10. Careers in Game Design: Visual Appeal	43-44
11. Listening for Understanding	45-47
12. Speaker - Topic: Intellectual Property	48

LEVEL 2: What the Tech? – Players will begin utilizing skills in image editing, design, art, color, and texture through the lens of esports and gaming.

Lessons	Page #
1. Basics of Digital Photography and Equipment	51-53
2. Does In-Game Photography Count?	54-55
3. Editing YOU Into the Game	56-58
4. Two Dimensional (2D) Design	59-60
5. Thinking About Color	61-63
6. Posting and Shoutcasting	64-66
7. Three Dimensional (3D) Design	67-69
8. Design a Game Environment	70-72
9. Your Dream Gaming Space!	73-76
10. Using a Mood Board to Discover Client Needs	77-80
11. Speaker - Topic: Graphic Design	81
12. Careers in Game Design: Opportunity Knocks	82-83

Table of Contents

UNITS

LEVEL 3: *It's Dangerous to Go Alone!* – Players will work in teams to create interactive media projects through game design, web page design, and element creation.

Lessons	Page #
1. Understanding Teams	85-87
2. Designing Worlds, Levels, and Characters in Video Games	88-90
3. Design Features: What does the client want?	91-93
4. Video Game Perspective	94-96
5. Adding Audio to Video	97-99
6. The Story of YOU!	100-102
7. Create a Storyboard	103-104
8. Digital Storytelling	105-107
9. Building Blocks of Gameplay	108-113
10. Player Immersion	114-117
11. Gaming Industry Careers: What are they worth?	118-119
12. Speaker - Topic: Collaboration	120

LEVEL 4: *Loot Crate* – Players will create digital works, alter images, edit audio, and create a portfolio to organize their work in preparation for college or career opportunities.

Lessons	Page #
1. Socializing in a Gamer World	123-125
2. Designing for the Social Gamer	126-129
3. Branding YOU	130-133
4. Animation Exploration	134-136
5. A Tale of Animation	137-140
6. Creating a Video Resume	141-143
7. Speaker - Topic: Audio/Music	144
8. Careers in Media: Streaming	145-146

Table of Contents

UNITS

LEVEL 5: Target Marked – Players will enhance their marketing skills by analyzing client needs through surveys, creating presentations, and preparing client-specific marketing material to meet the needs of their clients.

Lessons	Page #
1. From a Marketing Perspective	149-151
2. Including Everyone In Communications	152-154
3. Designing a Social Media Announcement	155-156
4. Creating a Project Brief	157-160
5. The Truth About Video Game Addiction	161-162
6. All About Esports	163-165
7. Speaker - Topic: Marketing	166
8. Careers in Media: Deep Dive	167-168

LEVEL 6: Tech Bytes – Players will create three dimensional images, produce animated works, create a website, and be introduced to video game design elements using interactive media fundamentals.

Lessons	Page #
1. Website Design Process	171-174
2. The Basics of Web Design	175-176
3. Web Design Trends	177-178
4. Imagining a Gaming Website	179-180
5. Website Accessibility for All	181-184
6. Organizing a Gaming Website	185-188
7. Building a Gaming Website	189-191
8. Evaluating Website Design	192-194
9. Speaker - Topic: Designer	195
10. Careers in Game Design: Entrepreneurship	196-197

BONUS ROUND – Additional resources to ensure level completion!

Lessons	Page #
1. Resources – Website Links	198-215
2. Resources – Content Standards	216-219

Understanding Teams

LESSON OVERVIEW: At the secondary school level, teamwork may be a common occurrence, but it's often underappreciated. Students typically use extra members to divide up tasks and create work reduction through individual mini-assignments instead of taking time to examine how the team's collective talents can be leveraged to improve the overall outcome. This exercise walks students through an activity where they look at the assets and limitations of their teammates and try to put people in the best spot to succeed. Students can apply the lessons they learn in this exercise to real-life situations such as who should play which hero on their *Overwatch* team, or who should be the recorder during group work, or how management is delegated for business.

STANDARDS ADDRESSED:

- CRS 1
- CRS 8
- CRS 9
- CRS 12

CASEL 5 STANDARDS

- Self-Management
- Social Awareness
- Relationship Skills
- Responsible Decision Making

MATERIALS NEEDED:

- 10-15 random items to build a structure designed by the instructor (same items for all groups)
- Photo of the random structure when built correctly
- Worksheet: Understanding Teams: Chaos and Construction!

Journal Prompt (5 min.): After the activity, ask students to reflect upon the strengths they offer as a team member. How can they present those in a humble fashion to their group?

Mental Health Moment (Pairs with specific content)

1. Students will work through a difficult and contrived situation where they are forced to leverage specific assets found in teammates. This example should serve as an engaging prompt to reflect on why collective assets and limitations need to be discussed in teams before work begins.
2. How can discussions regarding abilities be done professionally with kindness?



Understanding Teams

THOUGHT TO CONSIDER

To build a strong team, you must see someone else's strength as a complement to your weakness not a threat to your position or authority.

~ Christine Caine

Directions: (35 min.)



Mental Health Moment

- Prior to student arrival, select 10-15 items that can be placed at each group's work area. These items will be used to build a random structure. The students should not know the design of the structure until later in the activity. However, the instructor should have built an example of the structure in advance and should have taken a picture of it. The photo will be shared with students toward the end of the lesson.
- To begin, place students into small groups upon arrival. Share the following (or paraphrase) to start class: *Today you will be working in groups to accomplish a specific task. You will use the items in front of you to build a random structure that I have created. It needs to be exactly correct to score the most points. Here is the catch: Only one of you may talk, only one of you can write, and only one of you may see the design. The person who views the design can't talk or draw! You will need to figure out the strengths of your team members and draw those out if you want to do this well. I will now share with you the list of assigned roles and give you time to decide who in your group will assume each role. Choose wisely!*
 - Refer students to the worksheet "Understanding Teams: Chaos and Construction!" located in their student companion. This worksheet explains all the rules and roles for this activity.
 - Allow the students at least 5-10 minutes to explore each other's strengths and weaknesses. Remind them this is key in terms of accuracy and speed.
- Once students are ready, begin the activity. Start with Step 1 and follow in the same order as written on "Understanding Teams: Chaos and Construction!"
- After the allotted time has expired, ask students to stop building or revising the structure. Begin grading for accuracy. There is a scoring rubric in "Understanding Teams: Chaos and Construction!"

Journal Prompt: (5 min.)
Purposeful Play: (20 min.)

Understanding Teams



Mental Health Moment (cont.)

- Once scores have been calculated, ask the students to spend around 5-7 minutes in their groups discussing the questions below. They should be ready to share with the class when the time is over:
 - What is the advantage of teams spending time at the BEGINNING of a project to share individual strengths and weaknesses? Does this strategy add to the team effort and outcome? Explain why or why not.
 - What kind of barriers might limit that discussion? Does it make people feel too vulnerable? If so, how can a group avoid that?
 - If you could do the exercise over again, what would you change to perform even better?

ROLES FOR TEAM MEMBERS:

Speaker – ONE person who may talk and interact with the team verbally during the activity. This person is NOT allowed to write, build, or view the photo of the structure design – but may address nonverbal cues and verify actions.

Writer – ONE person who has permission to view the photo of the completed structure design. This person may write building instructions and respond to team members through written words. No drawing or talking allowed!

Builder(s) – Groups may have multiple builders. Builders may NOT talk or write at any time. They may NOT see the photo of the complete structure.

TIPS FOR WORKING IN TEAMS

- Set team goals
- Define roles
- Plan for how to handle disagreements
- Share leadership
- Prioritize relationship building
- Communicate
- Make decisions together
- Establish rules and boundaries
- Clarify the purpose of the team

Journal Prompt: (5 min.)
Purposeful Play: (20 min.)

Find Out More!

Gaming Concepts Interactive Media is one of five resource bundles that can fit either semester or year long courses for STEM or CTE elective classes. They can also be scaled easily for after-school programs or integrated into existing classes.

The vertically aligned, STEM.org accredited and California A-G (suitable for B) approved series integrates esports with digital citizenship, college and career readiness, and mental wellness using integrated Mental Health Moments lessons.



Want to talk more about Gaming Concepts?

Visit

generationesports.com/schedule-a-call

