GEMS 2017
Bloxels Activity: Make Your Own Video Game!

Required Materials:

1. 5 Bloxel Team Builder packs (25 boards total)
2. Bloxel Builder app (free)
3. 5 tablets with rear-facing cameras (one per group)

Activity Outline

In groups, the girls will create a prototype three-level game out of a fairy tale (GEMS team will pre-determine which fairy tales, print them on cards, and distribute randomly to each group). Together they will edit and fine-tune their game--if time permits, groups will test play each other's games.

Set-Up

Program leader will give brief introduction to Bloxels, how to use the app, and distribute fairy tale challenges (~5 minutes--the app is pretty straightforward).

The 25 girls will be divided into 5 groups of 5. Each team member will have a design task to complete on her individual Bloxel board:

1. Level 1 designer
2. Level 2 designer
3. Level 3 designer
4. Hero designer
5. Villain designer

Tasks

1. Brainstorm the game (~10 minutes)
2. Design levels and characters (~15 minutes)
3. Import designs into the app. Test play the game and make any changes (~20 minutes)
4. Test play another group's game and give feedback (~10 minutes)

Wrap-Up Questions

What was your favorite part of this activity?

What was the hardest part?

If you had another 30 minutes for this activity, what would you work on?

What was surprising to you about this activity?

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