MYP Grade 10 IP Introduction to Personal Projects September 2021

**Brainstorming your Product and your Learning Goal**

Let us go through the slides first to introduce definitions and examples of the Product and the Learning Goal. The [slides link is here](https://docs.google.com/presentation/d/102tyd-nNC_1_DKPU_gy0_Cf-StpwXJ_H/edit?usp=sharing&ouid=111152819977729770989&rtpof=true&sd=true)



There are 2 ways to set a goal: start with your Learning Goal (gray) or start with your Product (blue).

On this page: start planning and brainstorming your **Learning Goal** and **Product**. You will have to show this to the teacher when you approach them to be your Supervisor.

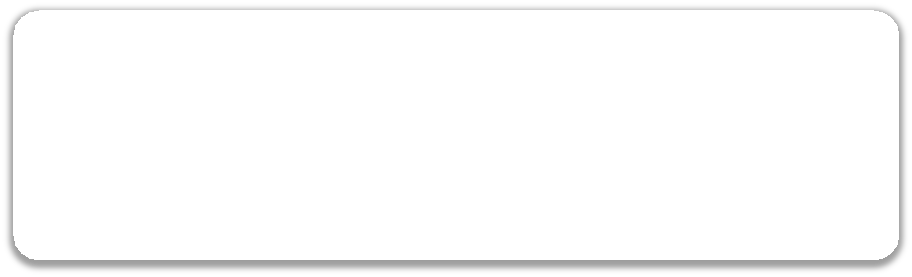
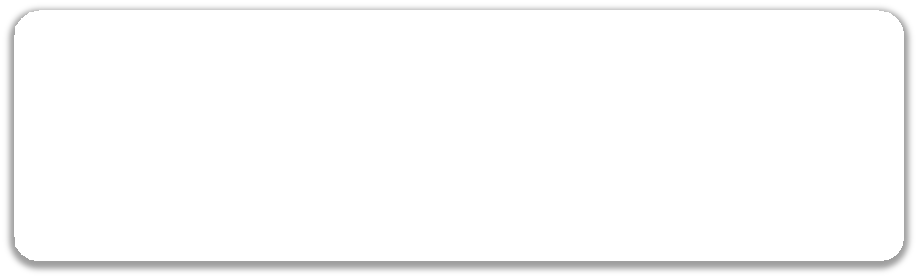
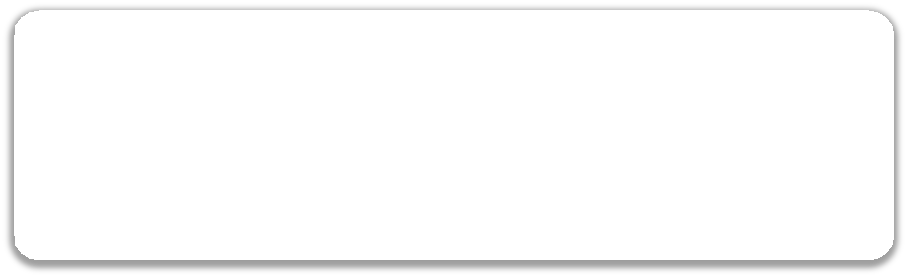
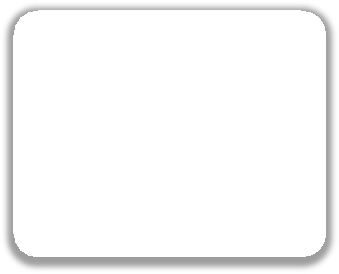
Brainstorm, draw and explain 1 or 2 of your best ideas.

solve coding problems from five sources, including organizations of contest and question databases

write a research paper about computer science for game development particularly

create an actual video game, with codes and arts constructed from zero

In order to learn about game developments, or engineering, I could…



how to structure an appealing user interface (UI) with art elements

how to apply mathematic concept to raise the efficiency of operations for better user experience (UX)

coding to make a video game read data, perform functions, and display elements to users

By designing the UI, UX, and codes for a video game, I could learn more about…

