

# Using Roblox and VR to Inspire Game Development Skills and STEM Interest

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## INTRODUCTION

This project investigates using basic game development with Roblox Studio to engage students in an interactive manner and foster interest in game development and information technology.

## TECHNOLOGY AMBASSADOR PROGRAM (TAP)

The Technology Ambassador Program (TAP) is a service learning initiative which provides students with mentoring in hands-on technology projects and experience in outreach events. TAP aims at attracting students to IT and STEM.

## OUTREACH EVENTS



- Tap Expo - participants played a VR trivia game we developed to garner interest in game development
- During classroom workshops, we taught GGC students how to develop a simple game with Roblox Studio
- During Super Saturday Series (S3), middle school students learned the steps to develop a basic game

## GOALS

This project aims to help students learn basic aspects of game development in Roblox Studio and possibly gain interest in Game Development and Information Technology in general.



## PROJECT DESCRIPTION



We are using Roblox Studio, a simple game engine, to teach the basic aspects of game development. During our events, participants learn 3D object manipulation, level design, basic Lua scripting, and the steps required to build up the obstacles of the game.

Workshop structure - Talk about TAP, Complete pre-survey, teach game development with slides, allow participants to go through course, complete post-survey.

## WORKSHOP RESULTS

Out of 21 participants at our hand-on workshop, 85% had played Roblox before, and 54% were familiar with Roblox studio. After the workshop, 100% of the participants found the workshop interesting, **69% sparked their curiosity for programming and game development**, and 54% think they can create their own Roblox game after this workshop.



## REFERENCES

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