

studioK



Overview and Purpose:

Studio K, appropriate for ages nine and up, is a game design curriculum, online community, and set of teacher-support tools intended to enable teachers to help learners make their own video games using Microsoft Kodu. It involves science and technology as well as language arts, as students are expected to build narratives for the games that they create. A prefabricated curriculum for the program can be found at http://www.eriainteractive.com/pdfs/Kodu_CurriculumDoc.pdf.



Educational Standards:

Studio K meets a number of both Common Core and NextGen Science Standards. The list (which is by no means exhaustive) includes NextGen Science Standards (5-PS1-1), (1-PS4-1), (1-PS4-3), (K-2ETS1-3), (4-8ETS1-3), (3-PS2.A), and (ETS1.A); as well as Common Core Standards (Writing 7.2), (Writing 7.3), (Mathematics MP.2), and (Mathematics MP.5)



Learning Objectives and Educational Moments:

Students will develop an understanding of basic boolean logic, improve understanding of game mechanics and game creation, and improve programming literacy by debugging programs and analyzing code to accomplish tasks throughout their Kodu experience. They will also apply knowledge by creating their own game and helping to improve other students' games.



Technical Requirements:

Studio K requires either Windows 7, Windows Vista, or Windows XP (latest updates required). In addition, a graphics card that supports DirectX 9.0c and Shader Model 2.0 or higher, a .NET Framework 3.5 or higher, a XNA Framework 3.1 Redistributable, and an internet connection are all necessary to run Studio K. For outreach support, contact GSL at outreach@learninggamesnetwork.org.