

Name(s) \_\_\_\_\_ Period \_\_\_\_\_ Date \_\_\_\_\_

# Activity Guide - Animation & Game Designs for Users



## Choosing The Right Interactive Design

An animation and game design company has five template designs they can use for potential clients. These templates are available in Code Studio for you to look at.

The list below represents several potential clients who are looking for interactive design help. Your task is to recommend a particular template to each client based on their needs.

- 1) Maria: "I'm an elementary school teacher and I want something cute and fun to use with my 8 year old students to help them read."

**Recommendation:** Template \_\_\_\_\_ **Why did you pick this template?** \_\_\_\_\_

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- 2) Richard: "I care about the environment and I want to design a game where you separate trash from plastic so people learn how to separate trash from recycling."

**Recommendation:** Template \_\_\_\_\_ **Why did you pick this template?** \_\_\_\_\_

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- 3) Layla: "I am a grandmother and would like to create and send messages to my grandchildren every now and then that they will enjoy and know I'm thinking of them, even if it isn't a holiday or their birthday."

**Recommendation:** Template \_\_\_\_\_ **Why did you pick this template?** \_\_\_\_\_

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- 4) Emma: "I love sharks! I want to design a game where a shark moves up and down on one side of the screen, eating small fish coming towards him while at the same time avoiding swimming people that are also moving across the screen towards the shark. I hope this helps people see that sharks don't actually want to harm us!"

**Recommendation:** Template \_\_\_\_\_ **Why did you pick this template?** \_\_\_\_\_

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- 5) Levi: "I write my own short comic books (3-4 pages) and I would like to turn them into digital stories where the scene is moving while the character(s) interact with their surroundings."

**Recommendation:** Template \_\_\_\_\_ **Why did you pick this template?** \_\_\_\_\_



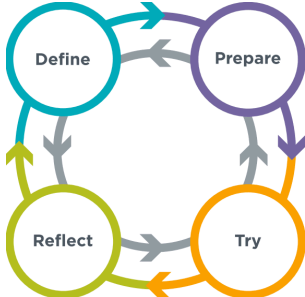
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## Creating your Own Design

You've now been asked to create a design for a client. Choose one of the clients below and circle or highlight your selection on this guide. Then, either on a sheet of paper or using a provided digital template, sketch out a design that matches the client's needs below.

	<p><b>Tatiana:</b> "I run a business that makes greeting cards and would like to have digital versions specifically for appreciation and thank you cards. My greeting cards are humorous in nature and my appreciation/thank you cards, in particular, feature cute and funny puns. I would like the cards to be interactive as well so that the user has to click on something or move a character using keyboard keys to see the "punchline" of the pun appear. It would also be great if the card had instructions so the user knows how to interact with the card."</p>
	<p><b>Daniel:</b> "I want to make a game for my grandma that is easy to play and stars her dog, a butterfly-chasing corgi. The game should include the corgi trying to catch butterflies. Her corgi doesn't like the color green so it would be fun if there were different green items like green apples or green veggies that the corgi had to avoid. It would be great if the game kept score too!"</p>
	<p><b>Define:</b> Choose one of the users above and create a defining sentence:</p> <p>_____ <b>needs a way to</b> _____</p> <p>_____ <b>in order to</b> _____</p> <p><b>It should</b> _____</p> <p><b>Prepare:</b> Consider how you want to design their animation or game idea. List any images to include, colors to use, or places for text. List your ideas below:</p> <p>_____</p> <p>_____</p> <p><b>Try:</b> On a sheet of paper or in a digital template: create a prototype of the design</p> <p><b>Reflect:</b></p> <p>What is one thing that you think your design does well and really meets the needs of the user? _____</p> <p>_____</p> <p>What's an area that you think can still be improved to meet the needs of your user?</p> <p>_____</p> <p>_____</p>