

# Microsoft Student Accelerator

## High School Initiative

The Microsoft Student Accelerator (MSA) High School initiative is about providing resources and pathways to help students towards visualising a career in Information Technology. The MSA programme is well established in tertiary institutions where students are trained on the latest industry trends and then go on to receive work experience with IT companies across NZ.

We are now creating dedicated content for High School students to both learn in class and in their own time and see the possibilities of where IT can take them.

There are four parts to the MSA High School Initiative:

### **Teacher Workshops | High School Workshops | Imagine Cup Junior Competition | Online Training Videos**

#### **Teacher Workshops:**

- We hosted workshops for teachers both in person and through webcasts through the month of February 2016. For more information on this please email [nzedu@microsoft.com](mailto:nzedu@microsoft.com)

#### **High School Workshops:**

- Selected High Schools were chosen during February 2016 where the MSA Crew support teachers to run defined workshops related to the Imagine Cup Junior Competition. For more information on this please email [nzedu@microsoft.com](mailto:nzedu@microsoft.com)

#### **Imagine Cup Junior Competition:**

- We just finished the first wave for this competition on 18<sup>th</sup> March 2016, there is **no active competition** at this stage.
- A competition targeted at High School students, to help them jump start their interest in IT by working towards building a gaming application.
- The competition requires students to build a software game using Construct2 and publishing it on their own free Azure website. The best games as judged by the MSA Crew will go in the chance to win!
- The MSA crew have created a series of videos to help students complete their first game and understand the tool and the submission process.

#### **Online Training Videos:**

- The MSA crew have created a series of videos to help students complete their first game and understand Construct 2.
- Later this year, the MSA Crew will be creating deeper programming videos to help students take the next step and develop their skills further. This content will be freely available and the MSA Crew will be supporting teachers who are looking to use this material in class. The first of these videos will be available in mid-2016.

## Teachers:

Teachers across New Zealand are encouraged to run the Game Development training material in their classes. **More details on the website at <http://msa.ms/schools>.**

A series of videos are available online which teachers can utilize to deliver content during in-class time to help the teachers and the students. Students can also use this in their own time to get a more hands-on experience with game development.

We have designed a framework that can be used by a teacher to deliver workshops in-class. The MSA team have packaged up flexible and modular learning materials as a series of videos that can easily be picked up by students and teachers, both in-class and out of class.



The core technology behind the learning material is Construct 2 – a powerful, yet easy to use game engine that will teach students core logical programming concepts while keeping it fun! These workshops can be run directly by the teachers, or autonomously by playing the videos during class time for the students to go through the process.

Teachers have the option to use the framework that we have designed below for a 2-week or 4-week delivery, or work as per their own framework.

## 2-Week Course:

|                        |         |  |                    |
|------------------------|---------|--|--------------------|
| <b>Workshop One:</b>   | 50 mins | Introduction to the workshops, the Construct 2 website and Forums. Teachers will show students how to download and install Construct 2 on their computers at home, or on a USB stick that they can use on any Windows Computer. Teachers will be giving students a basic overview of the Construct 2 IDE itself. | Videos 1 and 2.    |
| <b>Workshop Two:</b>   | 50 mins | A fully practical workshop, this workshop will help students create a game from scratch and add basic features to the game.  | Videos 2, 3 and 4. |
| <b>Workshop Three:</b> | 50 mins | This workshop will help students continue to work on their game and work towards adding more features as listed in videos 4 and 5, as well as polish the game that they've been on from Workshop Two.  | Videos 4 and 5     |
| <b>Workshop Four:</b>  | 50 mins | This workshop will help students polish the game that they've been on from Workshop One, and help them publish their game as a website which can be shared with friends and family.  | Video 6            |

## 4-Week Course:

|                        |         |  |  |
|------------------------|---------|--|--|
| <b>Workshop One:</b>   | 50 mins | Introduction to the workshops, the Construct 2 website and Forums. Teachers will show students how to download and install Construct 2 on their computers at home, or on a USB stick that they can use on any Windows Computer. Teachers will be giving students a basic overview of the Construct 2 IDE itself. | Videos 1 and 2.                                  |
| <b>Workshop Two:</b>   | 50 mins | A fully practical workshop, this workshop will help students create a game from scratch and add basic features to the game.  | Videos 2, 3 and 4.                               |
| <b>Workshop Three:</b> | 50 mins | This workshop will help students conceptualise what they want to build and draw some basic sketches on paper so as to depict what their finished game would look like.   | As per teacher's own preference                  |
| <b>Workshop Four:</b>  | 50 mins | Students will start working on their game by using the learnings from Workshop Two and the designs from Workshop Three.  | As per teacher's own preference, Videos 3 and 4. |
| <b>Workshop Five:</b>  | 50 mins | This workshop will help students continue to work on their game and work towards adding more features as listed in videos 4 and 5, as well as polish the game that they've been on from Workshop Two.  | Videos 4 and 5                                   |
| <b>Workshop Six:</b>   | 50 mins | Student work on adding some of the additional features mentioned in the Video 7.   | Video 7  |
| <b>Workshop Seven:</b> | 50 mins | This workshop will help the students publish their game as a website which can be shared with friends and family.  | Video 6  |
| <b>Workshop Eight:</b> | 50 mins | This workshop will be used to have students write a report reflecting back on what they have developed and what all key skills they gained out of it – this could be used towards a project based learning course.   | As per teacher's own preference                  |

## Register & Receive:



To help you or your school get started with the MSA high school initiative, we have DreamSpark codes to send your way. To sign up, the school needs to commit to run at least 2 classes on this topic with content driven through the Game Development Series available online!

To register and receive a pack, teachers should email [nzedu@microsoft.com](mailto:nzedu@microsoft.com) with the following:

- Teacher Contact Details (Name, Number, Email)
- School Name and Address
- Potential dates to run the content at school
- Expected number of students