



KEY STAGE 5 Gaming Challenge



THE CHALLENGE

We believe gaming is not only fun but can also help people get a better understanding of issues in the real world. Our challenge to you is to create a game which explores climate change.

The game can be any genre or format, targeted at any age group. It should be fun, but also be a learning experience, teaching the player as they progress through the game, rather than through traditional tutorial text or dialogue.

The game should be playable through a web interface, so that it is easily accessible to all – such as on a mobile, tablet or PC via a webpage.

- **Online workshop 1 – Kick off – 10th November 4pm**
For students and their teachers to start the project explaining how the challenge will work and the tenants of game design, led by Newcastle University School of Computing with input from Reflections – Ubisoft's Newcastle-based studio.
Working as a team from their 6th form or college, students will explore the process of game design. There will be input from a Climate Change expert based at Newcastle University.
- **Two weeks development time**
Students to work on their project, with resources to support the game development provided. Including links to freely available software.
- **Online workshop 2 – Follow-up 24th November 4pm**
Ask the experts' session led by Newcastle University School of Computing to support the development of student work.

- **University visit – optional – 8st December 4pm**
Optional visit to Newcastle University to meet the project leads and ask questions about game development. Ideal for schools looking to raise ambitions and widen participation in further education.
- **Game showcase opportunity 5th Jan 4pm**
Chance to present the game and the thinking behind it. Presenting to Reflections and University, who will give feedback on projects.

Your team

Teams can be of between one and six people. Skills to be developed include technical (programming), artwork creation (2D or 3D), game design, audio/music.

The technology

For a 2D game, engines such as GDevelop or Construct can be used to make game levels quickly. For a 3D game, Unity3D and Unreal Engine are freely available, and can also be used to quickly create games (there are many tutorials and blueprints available online).

Art and sound assets should be created by the team, or can be downloaded from sources such as the Unity store. A free art package such as Blender can be used to create 3D game models to a professional standard.

The engines mentioned above include options to create webpage hosted game builds.

**For more information or
to register your interest email
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