



CDG4E GAME CREATOR

INTRODUCTION & FAQs

[HTTP://WAZAGAMES.COM/GAMECREATOR](http://wazagames.com/gamecreator)

Dear teachers,

in this document you find the basic information you need to get started with the CDG4E Game Creator, available via ► <http://wazagames.com/gamecreator>

● Who can use the Game Creator?

The Game Creator was developed as part of the Erasmus+ research project “Create Digital Game for Education” and is available free of charge to educators, students and other interested persons.

● What games can I create with the Game Creator?

The Game Creator's editor is used to create different "playing cards", which confront the players with challenges and questions. For each card two decision options can be defined and it is determined how and whether the respective decisions change the values of previously defined resources. Depending on the settings, the cards are presented in the game in random or linear order.

● What device do I need to use the Game Creator?

You can use the Game Creator with any modern internet browser on your PC, Mac or Laptop that supports the Unity Web Player. The games are also playable on Android devices after you have installed the APK file via ► https://wazagames.com/gamecreator/apk/cdg4e_july.apk

● Do I need programming skills to use the Game Creator?

No programming skills are required for the use of the Game Creator.

● On which topics and subjects can I create games?

In the games, players are confronted with decisions and their effects on defined resources. The possibilities offered by this game mechanism are manifold. Basically, games can be created for any teaching topic. However, the greatest potential lies in the mediation of more complex topics, where the understanding of systems and contexts is central. Examples of this are topics related to media competence, ethics, society or environmental education.

● What skills or knowledge do I need to use the Game Creator?

Before using the Game Creator, it is recommended that you familiarize yourself with the basics. This concerns on the one hand the technical application of the Creator and on the other hand the didactic concept behind it as well as the basic game mechanics. Read this FAQs, try out existing games, watch the video tutorial ► <https://tinyurl.com/gamecreatorutorials> and exchange experiences with colleagues and students who are already familiar with the Game Creator.

● What is the didactical concept behind the Game Creator games?

The basic game mechanics are predefined, which on the one hand simplifies the creation of the game considerably, and on the other hand a certain didactic design is provided. The game mechanics focus on decisions and their effects on "resources". Players ask themselves: What decisions do I make? What impact do my decisions have on the existing resources? Thus a reflexive confrontation with a thematic field should be stimulated. In this context it is - unlike a classic quiz, for example - not necessarily a matter of answering a question right or wrong. Rather, it is about dealing with the effects of the decisions and being aware that your actions in the game can have consequences.

Simple example for the topic "Fake News": You can create a game where players slip into the role of Social Media managers and have to decide which postings they publish. Each card represents a new posting. Within the game players either "publish" or "reject" the posting. The decision can have an impact on the value of "resources" that you predefine, i.e. "Popularity", "Credibility", "Conscience" and "Influence". You can also define when the game is won or lost. There are different possibilities: a) The game ends when all cards have come into play. b) The game ends when one or more resources have reached a certain value. In the "Fake News" game example, you could define that the game is lost when the value of one resource is 0 or won when the value of at least two resources has reached 100.

● What educational settings are suitable?

As a teacher you can create games focusing on various topics. The games can be used to stimulate discussion, as a starting point for opening a subject or to provide in-depth information on a subject area. They can be played on the students' devices (PC/Laptop/Smartphone in case the app is installed), but also in front of the whole class. Therefore, the game is shown via the projector and the students are asked to make the decisions. In any case, it is advisable to provide enough space for discussion and reflections around the decisions in the game.

A great educational potential also lies in game design projects with the Game Creator. Students can work alone or in groups on games on different topics. In the process of the game development students deal with questions like: What is the role of the player? From which perspective should the decisions be made? What resources are represented in the game? What actions can be taken? Which decisions are to be made by the players? How should the decisions affect the available resources? In this way students (as game designers) need and gain a deep understanding of a topic in order to create a game.

Find and share more ideas for the educational use of the Game Creator on the TOOLKIT platform via ► <http://toolkit-gbl.com>

● Where do I find games from other users?

Open the Game Creator, sign in and click on “Play”. There you find a list of your “Saved games”. To add new games to your list, click on “Search”. You can search for games by their names (i.e. if you know the name of the game from your colleagues) or select a category to browse through all existing games of a category. Be aware that the search function is case sensitive and currently only searches the exact beginning of a word. (I.e.: “hel” will find games named “hello world!” but NOT “Hello!” or “Wilhelm Tell”.) After you found a game that you want to play, click on the game to download it. Afterwards you find the game in the “Saved games” section and can play it with clicking on a game. Hit the delete button next to a game to delete it from your “Saved games” section (don’t worry, after deleting it there, the game will still be available in the cloud).

● What are the first steps in the game creation process?

1. Choose a topic that is suitable for the game mechanics provided by the Game Creator and deal with the following questions:
 - What is the ultimate learning goal?
 - What is the role of the player? From which perspective should the decisions be made? Do you want to tell a story?
 - What resources are represented in the game?
 - What actions can be taken? Which decisions are to be made by the players?
 - How should the decisions affect the available resources?
 - What are the winning and the losing conditions of the game (depending on the available resources)?
2. Choose a game mode. How do you want to get the cards into play? Random, linear or both?

Tip: Outline your game idea on paper and discuss it with your colleagues / study group. It is also recommendable to write down your game content or even make a quick paper card prototype before creating the actual game with the creator.

3. Select the “Editor” in the Game Creator and click on “New game”. The standard mode is the “Random” mode, if you want to switch it to “Story” mode, click on the orange Button “Random”. It is highly recommendable that you are sure about your chosen game mode at the beginning of the game creation. When switching back from “Story” to “Random” mode you will lose the created steps.
4. Open the settings menu on the left, choose a title of your game and define up to four resources for your game.
5. Create your cards and set up title, text, icons, effects of choices on resources and conditions.

● What are Resources, Conditions and Flags?

The resources are always displayed at the top of the screen during the gameplay. Each resource has a start value, a maximum and a minimum value. For each card you can define if and how the player's decisions affect the respective resources.

Flags can be true or false and you can define them in the settings menu of the game. By default flags are false. Depending on the player's decision, the status of a flag can be changed, i.e. to "true". This way you can determine that individual cards only come into play when a flag has a certain status.

You can use "Conditions" ("Play this card when...") to exclude or trigger certain cards in relation to a certain resource value or flag status.

● What is the difference between the game modes "Random" or "Story"?

In the "Random" mode cards get randomly into play. You can use "Conditions" ("Play this card when...") to exclude or trigger certain cards in relation to a certain resource value.

In the "Story" mode you can specify the order in which the cards are to be played but you can also use random cards. Additionally you can use "flags" (true/false) to trigger or exclude cards from the stack.

● How can I publish my games? What do I have to consider?

To make your games available to others to be played or edited, you can publish them in Game Creator. Please be aware that the contents that you upload will be available for open access via the Game Creator. Before uploading, decide whether you want your game be editable by others or if it should be a "play-only" game. (If others edit your game your local version won't be changed.) Pick a category that suits the topic of your game to help others to find it. Please also add a short description as well as the Credits. When everything is set, you can publish the game by clicking the upload button in the upper right corner.

Please make sure that the text you use is your own or you properly quote the text due to Copyright-regulations. We reserve the right to delete games with inappropriate content.

● I forgot my password. What can I do?

Since the use of the Game Creator works without an e-mail address due to data protection considerations, there is no way to reset your password. Please make sure, you remember your password and username or store in a safe place.

● Who developed the Game Creator?

The Game Creator is part of the Erasmus+ funded project “Create digital games for education” (Project Reference: 2017-1-MT01-KA201-026955), carried out by the following partners:

- MITA - Malta Information Technology Agency
- Science Centre Malta (Department of Curriculum Management)
- Donau-Universität Krems (Center for Applied Game Studies)
- Research and Innovation Management GmbH
- Université du Luxembourg
- waza! UG

● I have further questions or remarks. Whom can I contact?

Please send us an email at ► digitaloutreach.mita@gov.mt

Further information about the project:

► <https://www.mita.gov.mt/gamecreator>

For further instructions on the use of the Game Creator, please have a look at our video tutorials, available via: ► <https://tinyurl.com/gamecreatortutorials>