GameMaker Studio 2™

Why Do Teachers Love GameMaker?

GameMaker is the perfect tool for teaching students how to make games. It offers a fast & friendly cross-platform game development technology.

- Intuitive 'Drag and Drop' feature (DnD™) allows students to create a game quickly.
- Then, you can easily take the next step into programming.
- Promotes class engagement and student confidence.
- Improves Student/Teacher bond.
- Allows developers to create games within a single code base.
- Then publish them to run natively across multiple platforms.
- Platform include Android, iOS, HTML5, Windows Desktop, OS X, Ubuntu, Windows UWP.

GameMaker for Education

There are three GameMaker Studica 2.3 education versions available:

Educator:
This license gives students everything they need to create and export games for Windows, Mac, and Linux desktop platforms. It has everything you need to take your idea from concept to finished game. With no barriers to entry and powerful functionality, this easy to use 2D game making tool provides the perfect first step for middle school and high school students to learn programming in a fun environment.

Educator Plus:
This license is the same as the Educator basic edition with the exception that you will now have HTML capabilities to publish your games on the web.

Achiever:
This license allows students to explore the full world of game development by exporting their games to Desktop, Web, UWP, and Mobile platforms.

Studica®

www.studica.com/gamemaker

GameMaker Studio 2™

Resources for Educators

Tools for Teaching Game Design, Coding & Programming with GameMaker

Space Bubbles:
Space Bubbles is a complete educator resource for teaching students how to program in GameMaker Studio 2 using Drag and Drop. It is a practical programming scheme of work designed to introduce students to the basics of programming.

It is designed for ages 11 to 14 as a means of teaching students the fundamentals of how to code through game design, although it can be used with higher and lower aged students if, or as a means of providing art & design students in tertiary education with a grounding in the coding skills required for 2D Game Art projects.

The project introduces students to the three constructs of programming (sequencing, selection statements and iteration), variables and the programming concept of inheritance, using parent and child objects.

The scheme of work contains:

- 8 one-hour lessons with PowerPoint presentations
- 3 homework sheets
- Student workbook
- Starting student GameMaker project
- 6 video tutorials
- 6 written tutorial worksheets
- Completed GameMaker projects to accompany each of the tutorials
- Selection of GameMaker functionality help sheets
- 9 extension tasks & a completed GameMaker project with the tasks in
- 6 challenge tasks & a completed GameMaker project with the tasks in
- Compiled demo game of Space Bubbles
- Compiled version of the game with the Extension tasks completed
- Compiled version of the game with Challenge tasks completed
- An assessment system
- A Teacher's Guide

Home Learning Resources:
If you are looking for something that students can work on at home, Space Rocks is a great fit. This tutorial can help students create their own fully functioning version of the definitive asteroid space blaster. Within about an hour, students can make a simple classic arcade game with GameMaker Studio 2. Students have the option of creating it without coding using the drag and drop editor or use the GameMaker Language (GML) to code it. This resource provides an introduction to GameMaker and programming. It also teaches set up & movement, collisions, lives, sound effects, and more.

Students can continue their Space Rocks game with the Space Mods tutorial. This resource teaches five new topics that expand both the student's knowledge and their existing Space Rocks game. The topics are cameras, parallax & layered backgrounds, enemy factions, power-ups, and visual effects like particles and screenshake. Again, this tutorial takes about an hour and can be done using drag and drop or GML.