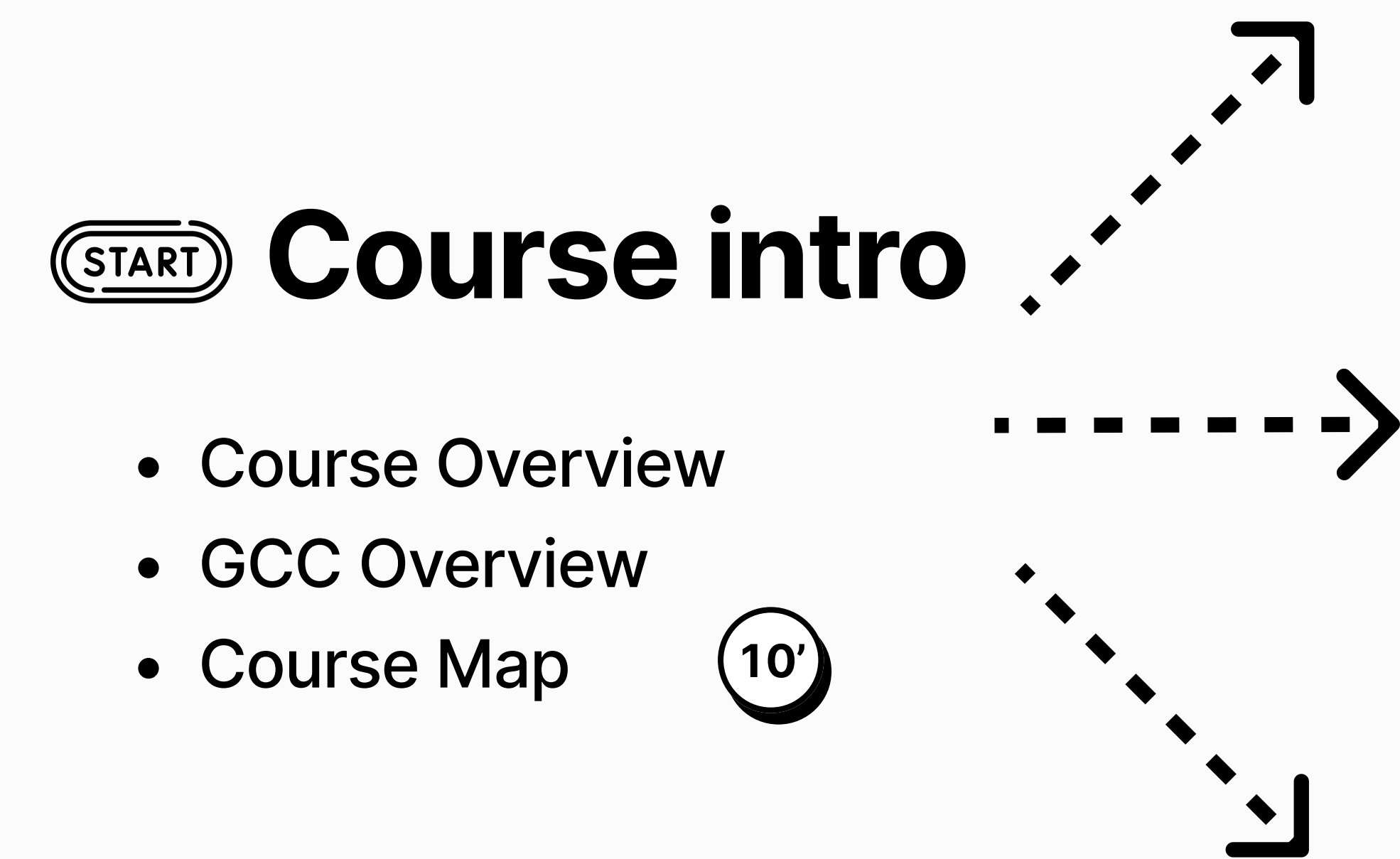


GCC ONLINE COURSE CONTENT

NOTE 1: Indicative plan. The content is subject to changes

NOTE 2: Adolescents’ course doesn’t include modules “Teaching through Play” and “Gender Transformative Education”.



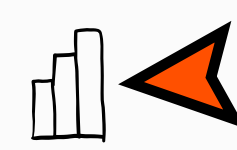
Teachers’ course: 20h

Students’ course: 15h

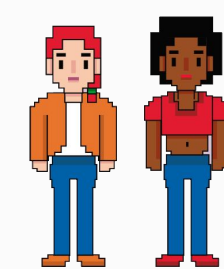


Teaching through Play

- Playing, learning, earning: Why Did UNICEF Choose to Teach STEAM Skills Through Gaming?(Note: with a focus on girls)
- How to get started with your students? Practical steps
- Game Development and Transferable Skills. What are transferable skills and why do they matter.
- Gender gaps in STEM careers
- Module Assessment & Survey

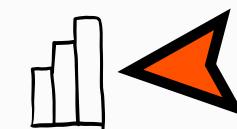


45'



Gender Transformative Education

- Education and Gender
- Practical Considerations
- Women and Adolescent Girls in Games
- Webinar (optional)
- How video games have empowered learners with special needs
- Digital Play and Safety
- Survey



30' + 60' (webinar)



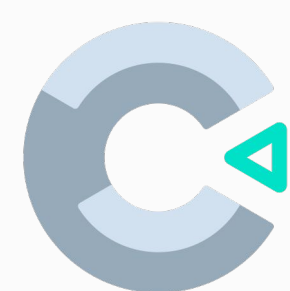
The Gaming Ecosystem

- The size of the gaming ecosystem
- Girls in Games
- Careers in Games
- Game development is the entry point to STEAM careers
- Game



Mandatory module

30'



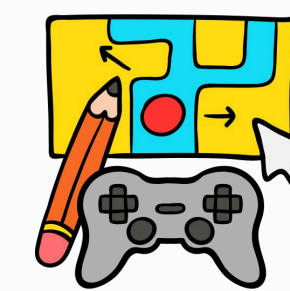
Construct3 - Platformer Game

- Getting started
- Game art: Characters, Background, Colours
- Animation: adding motion and effects
- Coding: organizing the actions and synchronization
- Publishing and troubleshooting
- Assessment: Submit your Game Project



Mandatory module

1h + 6h (assignments)



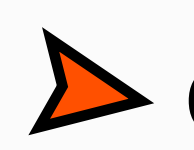
Basic Principles of Game Creation

- Game Design
- Design Assignment: Organizing the Game Ideas
- Game Art
- Art Assignment: Creating Pixel Art
- Game Animation
- Animation Assignment: Creating Animations
- Game Sound
- Sound Assignment: Creating Sound Libraries
- Assessment

1h + 5h (assignments)



Final survey



Certificate



Mandatory module



Artificial Intelligence module (in the future)

GAME CHANGERS COALITION

Office of Innovation