ED Workshop

Physical Forms Workshop Game Review



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Common Sessions

ED Workshop (Wednesdays 10-12 @TU5)

- 1. Kick-off
- 2. Useful Games Workshop
- 3. Ideation Workshop
- 4. Gaming Workshop Back to school WS
- 5. Physical Forms Gaming Workshop
- 6. Physical Forms Workshop
- **7**. ...

Sähköpaja (Mondays 10-12 @TU2) in FINNISH

- 1. Introductions
- 2. Teaming up, Arduino examples
- 3. Basics of Arduino programming
- 4. Sensors
- 5. 3D printing and OpenSCAD
- 6. Aalto Ventures Program (AVP)
- 7. Aaltonaut, prototyping
- 8. Arduino buses (SPI, I2C, UART)
- 9. Radio technology and Freakduino
- 10. Arduino radios
- 11. Laser cutting, PCB making
- 12. Basics of electronics
- 13. User interfaces, measuring tools



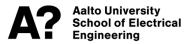
Game Review

- Prepare a quick physical mock-up of your game
- Demonstrate your game ideas to the others
 - Preparations?
 - What are the preconditions for it to work, i.e. what must be done and set in place for people to play it?
 - How does the game start?
 - How do the users interact with the game?
 - How does the game end?
- Feedback:
 - Strengths, weaknesses? Risks?
 - Utility, feasibility, engagement?



Selecting your game

Which one of your ideas is the one to build?



Task for the next session

Update your game description

- 1. Game idea, rules, gameplay remember to be clear on <u>utility!</u>
- 2. Add visuals of the game what are the physical components?

2. Choose the technical components for your game

- Note: Budget max. 100€/team, low-voltage (<=12V), microcontroller (Arduino compatible) required
- 2. You need to consult your team's assistant in this! (cc Salu)

3. Create a state and flow diagrams for the game

- 1. Use draw.io
- 2. Try different diagrams to find best for your current situation. Find examples online.



Reminder

- You must have a team assistant
 - Only one team has reported their assistant
- You must return assignments on time
 - Missing the deadlines / assignments -> reduced grade

