KOCW Content Development Application

		Faculty WLI	Department W	'Ll Major STEM		
Applicant	Name	Lik-Ren Tai	Position	Assistant Professor		
	Contact		E-mail			
	Subject	GAME DESIGN WITH CON	NSTRUCT 3			
	Credit	3				
Content	Field	Liberal Arts () Social Science () Engineering () Natural Science () Education (
		Medicine or Pharmaceutical Study () PE or Art (
	Outline of the Class	See below				
	Weeks	(1 credit should be more th	(15)Week nan 15 minutes of	s a video each week for 10 weeks.)		
I submit this document for the KOCW Development Project.						
2022.04.26 .						
	Applicant :Lik-Ren Tai_					
		(Sign)		M (M Kan)		
Head of CTL, Woo-Song University						

KOCW Content Development

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Application

1. Outline

가. Name of a Class

Class Name	GAME DESIGN WITH CONSTRUCT 3		
Semester	Second semester of 2022	Division	Major () Liberal Art (X)

나. Goal of a Class

(1) Goal of a Class:

Visual programming based on the game making software, Construct 3, to be utilised in the course for developing transferable STEM skills in logic reasoning, processing and problem solving.

(2) Introduction:

Learn to visual code and design a 2D digital game! Tutorials based on instructional watch and follow hands-on approach.

2. Weekly Plan

We ek	Content(Topic)	Learning Objective	How to Operate		
			Methodology	Material	
					е
1	Starting Off: New Project Creation		Tutorial		
2	Game Sequences		Tutorial		
3	Global and Instance Variables		Tutorial		
4	Heads Up Display		Tutorial		
5	Al Opponent		Tutorial		
6	Setting Game Over		Tutorial		-
7	Stationary Objects		Tutorial		

8	Assigning Keys	Tutorial
9	Secondary Weapons	Tutorial
10	Defining Object Polygons	Tutorial
11	Pinning Objects	Tutorial
12	Animations & Sound Effects	Tutorial
13	Reformatting & Resizing	Tutorial

^{*} You can freely complete the content sections based on the feature of the class.

3. How are you going to use your class?

For a credit class (X), For a non-credit class (), For a public view (

4. Expected Outcome

Students will experience creating a 2D digital game for the first time by themselves and their creation will be based entirely on their ideas and problem solving skills.