



TYGRON

Tygron Engine Editor Introduction Course A Syllabus

Course Description

The Tygron Engine Editor Introduction Course is the baseline course for those wishing to utilize the Tygron Engine Web Application Editor. This course is four days in length, Monday till Thursday, with a closing symposium on Friday.

Prerequisites

There are no prerequisites for this course. As this is a comprehensive introduction course, participants are not expected to have any previous Tygron Engine Editor training. Familiarity with the Tygron Engine and/ or serious gaming is helpful but not required. Familiarity with Windows Operating System (e.g. folders, folder structure) is helpful but not required.

Educational objectives

The primary goals of this course are:

- Introduce participants to Serious Gaming
- Prepare participants for creating their own serious game
- Assists participants to successfully utilize the Tygron Engine Editor to start implementing their own serious game concept

Recommended Texts and Resources

- This syllabus
- The Tygron Wiki: http://support.tygron.com/wiki/Main_Page

Instructional Methods

This course will use the following methods of instruction: Lecture, Presentation, Demonstration, Discussion, Step-by-Step Activities, “Like This, Do This” Instruction, Hands-on Practical Application and Testing.

Course Policies and Requirements

Attendance and Participation:

It is required that you attend all four days in order to receive the Course Certificate. Punctuality is necessary to achieve success in this course. Participation in activities and discussion is required.

Grading:

This is a Pass / Fail course. If you are unable to complete at least 90% of the course successfully, the instructor will meet with you and determine if it is appropriate for you to receive a Course Certificate.

Professionalism Policy:

In order to maintain the optimal learning environment, mobile phones, pages, tablets and other devices must be silenced during all classroom activities. Those individuals that do not comply with this policy will be asked to leave the classroom so as not to interfere with other students' learning. Please arrive on time for all class sessions.

Indemnity Clause:

The instructor reserves the right to modify any and all portions of this syllabus in any way he or she sees fit while maintaining the integrity of this course.

Course Schedule

The times and days listed are tentative and subject to change.

Monday

Opening (10min):

- Introduction to training and today's program

Block 1 (1:30h):

- Introduction of group
- Introduction of Tygron concept
- Tygron Engine Showcases; Climategame, Lower Manhattan

Coffee break – 15 min

Block 2 (1:30h):

- Climategame Tutorial (level1)
- Climategame session

Lunch (1h)

Block 3 (1:30h)

- Climategame session

Monday (cont.)

Block 4 (1:30h)

- Climategame session

Recap of day (10min)

Tuesday

Opening (10min):

- Introduction to today's program

Block 1 (1:30h):

- Gathering information - What and where?
- Interpreting information
- Implementing information

Coffee break – 15 min

Block 2 (1:30h):

- Group play: What makes an area recognizable?
- How do we call these elements?
- Which order of immersion importance?

Lunch (1h)

Block 3 (1:30h)

- Deciding on a game area
- Rendering the selected game area
- Iconizing the game area

Coffee break – 15 min

Block 4 (1:30h)

- Iconizing the game area cont.
- Group review

Recap of day (10min)

Wednesday

Opening (10min):

- Introduction to today's program

Block 1 (1:30h):

- Stakeholders – What/ who are they? Which to select?
- Select relevant stakeholders for own game

Wednesday (cont.)

Coffee break – 15 min

Block 2 (1:30h):

- Introduction to indicators
- Selecting the relevant indicators
- Linking indicators to stakeholders
- Setting importance of stakeholders

Lunch (1h)

Block 3 (1:30h):

- What are Actions?
- Which action- (type)s are available?
- Implementing stakeholders, indicators and actions in the game

Coffee break – 15 min

Block 4 (1:30h)

- Play testing of created games so far
- Group review

Recap of day (10min)

Thursday

Opening (10min):

- Introduction to today's program

Block 1 (1:30h):

- Fine tuning the game
- Gamification
- Balancing

Coffee break – 15 min

Block 2 (1:30h):

- Participants work on own game; play testing & fine tuning

Lunch (1h)

Block 3 (1:30h)

- play testing & fine tuning cont
- Group session of one game

Coffee break – 15 min

Thursday (cont.)

Block 4 (1:30h)

- Group session cont (same or other game)

Recap of day (10min)

Friday

- Symposium – presentation of results
- Certification ceremony and group picture