Playful tech in the J-School Classroom (ONA17) - Resources

[bit.ly/PlayfulTech](#) = Permalink to this Doc

Presenters:
Juli James @wakeuplaughing, UNT
Mindy McAdams @macloo, Florida
Katherine Hepworth @khepworth, Reno,
(via video talk linked in this doc - Retha Hill @rethahill, ASU)

Game Design for Journalism - Juli James, North Texas

Slides: https://drive.google.com/file/d/0B-WILGo7Rft9UllTb0Y3cXN3ZGs/view?usp=sharing

Example Project(s)
- VA Game
  - Version 2: http://app.playablemedia.org/story/8
  - Version 1:https://backhome.news21.com/article/va-game/
- Health Insurance Project:
  - http://app.playablemedia.org/play/stories/127

Assignments, Readings to build a Game Design Unit into your course:
- Activities
  - Game Design Challenge
  - Dopestrong
  - Table-Top Game & Digital Game Rubrics
- Frameworks
  - Core Mechanic & Iterative Design Models
  - Feedback Framework "I like, I wish, What if"
- Readings
  - Designing around a core mechanic (Charmie Kim)
  - Transformational Play (Barab, Gresalfi, Ingram-Goble)

Pain Points, Lessons Learned
- Game design is harder than it seems. Smaller is better.
- Teams that take on roles work better - don't need to be a project manager, design, or dev expert - just willing to take the lead.
- Kill the game board - The "Game of Life" is not a metaphor for every game you want to make.
- Don't lost in the big picture. Tendency to focus on form, rather than function - not necessarily connecting the mechanic with the message.

Visual Engines
- Twine https://twinery.org/
- Story Builder https://app.playablemedia.org
- RenPy https://www.renpy.org/

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- Scratch https://scratch.mit.edu/
- Flowlab http://flowlab.io/

Game Resources
- Spent https://playspent.org
- Fiscal Ship https://fiscalship.org
- Explorable Explanations http://ncase.me/
- Molleindustria http://www.molleindustria.org/
- Games for Change http://www.gamesforchange.org/play/
- JoLT Newsgame Resource https://edspace.american.edu/jolt/

Teaching JavaScript Functions - Mindy McAdams, Florida

"Please add a goat attack" (ONA17 slide deck) — http://bit.ly/goat-js

Interactive editing of HTML, CSS, and JS
- jsFiddle — https://jsfiddle.net/
- How-to — jsFiddle: An online playground for your JavaScript, HTML, CSS

JavaScript week 1 (exercise) — http://bit.ly/mm-webapps6
- This is one week before the goat attack/"game" assignment
- First time they have used JavaScript (after book and videos)
- Also requires jsFiddle

JavaScript week 2 (exercise) — http://bit.ly/mm-webapps7
- Goal 1: Use functions to make things happen in response to user input.
- Goal 2: Add an element of randomness (no one expects a goat attack).

Pain points and lessons learned:
1. The course has to be set up to allow students to get a reasonable grade even if they don't become fond of coding or very good at it. It's not for everyone.
2. A flipped classroom is *so much better* for teaching coding than a traditional one.

For learning JavaScript basics, students rely on the textbook — *Learning Web Design,* 4th edition, by Jennifer Niederst Robbins — and the course videos I have produced (free on YouTube) — http://bit.ly/webappsvids — which replace traditional lectures.

Two marvelous free resources:
- *You Don't Know JS: Up & Going,* chapter 1 — free online book; part of the excellent **You Don't Know JS** series of JavaScript books.
- The Modern JavaScript Tutorial — comprehensive! And very clear.

Virtual Reality - Retha Hill, Arizona State

Getting Started with VR for Journalism Educators, video talk with Retha Hill
http://bit.ly/VRforJSchool

Example Project(s)
- https://youtu.be/LXMN_3coMV0 (rendered VR)
- https://youtu.be/t2x8m-wT6NQ (mini doc in 360 on light pollution)

Tips for journalism educators interested in exploring/teaching VR
- Start small - use the beginner tutorials such as Roll a Ball, the the Tanks Tutorial (all offered by Unity)
- Learn other fundamentals such as crafting a really nice landscape. We use a series of great tutorials from Dr. Penny de Byl out of Australia: http://holistic3d.com/unity-5-from-scratch/

Pain points, Lessons learned
- Many journalism students believe they can not code. But by breaking up projects into small assignments and insisting that they do their own code. I considering copying code from another student or from the Internet or the finished code produced by the trainers in the same light as plagiarizing content from another source. Do your own code!
- Once they get comfortable with the basics, create small groups 1-3 people, come up with their own game or interactive project that has to be newsy and let them go for it

Other Tutorials/Resources:
- http://holistic3d.com/unity-5-from-scratch/ (easy onboarding)

Inclusive Design and Coding - Katherine Hepworth, University of Nevada, Reno

Slides: https://drive.google.com/file/d/0B9_x8atSeVqEa3UxS3BTOEJLWms/view?usp=sharing

Resources
- The Bezier Game - http://bezier.method.ac/
- Kerntype - http://type.method.ac/
- Color - http://color.method.ac/
- Mozilla Thimble - https://thimble.mozilla.org/en-US/
- Instruction Challenge activity on Mozilla Thimble - https://thimbleprojects.org/khepworth/328953
- All Things Media: Design (Design intro class for journalism students) syllabus - http://kathep.com/teach/archive/108/2016-spring/