

## What do students do with Gamestar Mechanic?

### PLAY



Students **PLAY** through the Quest, a narrative adventure shown in motion comics and mini-games.

As students move through the story, they encounter “broken” games that they must edit and fix.

### DESIGN



As they play and fix games, they earn sprites that they can use to **DESIGN** games in their Workshop.

They make their own games using drag-and-drop tools, without having to program!

### SHARE



Then, they can **SHARE** their games in Game Alley, Gamestar Mechanic’s community where kids review and comment on each others’ games.

In Game Alley, kids can see how others are playing their games with both **qualitative feedback** (peer reviews and comments) and **quantitative feedback**.\*

\* Statistics feature available to Premium users only.

# TEACHING WITH GAMESTAR

## Who Uses Gamestar Mechanic?



## Where is it used?

GAME TECHNOLOGY CLASS  
DESIGN CLASS SOLO LEARNING CAMP  
CORE HOME ART  
CURRICULUM SCHOOL CLASS  
CLASSES AFTER SCHOOL

## Resources for Teachers

GAMESTAR MECHANIC : 50+  
LEARNING GUIDE : LESSONS

SINGLE-  
SESSION  
ACTIVITIES

&

SEMESTER-  
LONG  
CURRICULUM

<http://learningguide.gamestarmechanic.com>

## What are the requirements?

- ✓ A COMPUTER WITH INTERNET ACCESS
- ✓ FLASH PLAYER 10
- ✓ NOTHING TO DOWNLOAD OR INSTALL



## Teachers use Gamestar

### in many ways...

#### TO MODEL SYSTEMS:

A science teacher may have kids design games that model natural systems, like the water cycle or a specific ecosystem.

#### TO TELL STORIES:

An art teacher may have kids design games with specific visual and narrative qualities.

#### TO TEACH GAME DESIGN:

A technology teacher may have kids design games that focus on games as systems, and solving problems in games.

## Learn More!

visit [www.gamestarmechanic.com/teachers](http://www.gamestarmechanic.com/teachers)  
or email us at [educators@gamestarmechanic.com](mailto:educators@gamestarmechanic.com)