dominKnow Flow Games Development Workshop

Instructor-led Training Class

Class Overview

The dominKnow Flow Games Development Workshop is a virtual, instructor-led training class that focuses on the advanced uses of objects, actions, variables, and conditions to create sophisticated game-like learning activities. Through hands-on exercises you will experience best practices that apply to real projects right away.

Value Boost: Includes a 30-minute consultation with the instructor after training to answer further questions or help with a project.

The topics covered in class can be tailored to the unique needs of your organization.

Outline

- Programming and gaming foundational concepts and best practices
- Basics of actions, variables, and conditions in dominKnow Flow
- Interactive game dissection and analysis
- Develop an interactive game in dominKnow Flow
- Develop an interactive game in dominKnow Flow, continued
- Analyze game design prototypes

Core Concepts

– What makes a game a game
– Cognitive flow
– Educational strategies
– Planning
– Element creation
– Actions
– Triggers
– Function
– Timers
– Conditions
– Programming
– Targets
– Variables
– Custom variables
– Using variables in actions
– Level tracking
– Time scoring
– Using variables in conditions

– Testing

Details and Materials

Training Day

Full-day
Start: 9:00am ET
Break: 1 hour for lunch
End: 4:00pm ET

2 half-days
Start: 9:00am ET
End: 12:00pm ET

Format

Instructor-led online class

Location

Online classes are delivered via GoTo Webinar.

Materials

Class information and a registration link will be emailed to you one week before class.

- Class manual: step-by-step instructions, tips, and hints designed to reinforce live instruction and provide a resource for students who wish to review and reproduce class activities asynchronously
- Exercise storyboards: guides to building the class projects with references to resource documentation
- Digital assets: files such as audio, video, and images that are prepared in advance by the instructor for use in class projects

Prerequisites

Students must meet the following minimum requirements:
- Have access to dominKnow Flow
- Have a fundamental working experience with dominKnow Flow
- Proficiency using a Web browser
- Basic Windows knowledge, including the ability to:
    - Launch applications using the Start menu
    - Use the taskbar to switch between Windows applications
    - Use Windows Explorer to navigate the file structure, change the view of file listings, move and copy files, and create new folders (or directories)
    - Copy and paste text