

Mobo Game Jam: Teacher Guide

How to integrate the game jam into your Computing lesson



About

Mobo Game Jam is a global game-making challenge brought to you by Kucheza Gaming, Edu360, WaterAid and Ukie education's Digital Schoolhouse and Into Games.

Suitable for: 8 - 18 years

Register here: mobojam.org

Submission deadline:
23:59 BST on Sunday 21 February

Task

Games have the power to tell stories, solve problems and inspire change - how would you harness this power to create a future where everyone has access to clean water?

Teams and individuals are challenged to create a short game or game idea that fits the brief and showcase it in a video submission that is no longer than two minutes. You can use in-game footage, designs you have made, or a paper prototype.

So, how do I integrate the jam into my lesson?



1. Download our Part-baked Games workshop pack here. Alternatively, you and/or your students can watch this video (left).
2. Now your students understand how to conceptualise and develop their game, they are ready to tackle the Mobo Game Jam brief!

Did you know?

If students have limited access to technology at home, they can submit a paper prototype which enables them to showcase their design with pseudocode.

What are the benefits of my students taking part?



mobojam.org #mobojam

