

Activity Pack.

For teachers and tutors

Welcome to the Mobo Game Jam – the global game making challenge that asks young people across the world to use the power of the video game medium to help tackle climate change, and raise awareness about the importance of clean air.

This pack is an additional resource for a classroom/youth club setting, and can be used as the basis for any video or paper submission to the Mobo Game Jam.

Contained in this pack are:

1. An activity pack that walks through the game development process – known as "**paper prototyping**". The pack highlights various stages of game development, as well as varying disciplines and specialisms. These resources are appropriate for KS2/KS3 but can also be used as a foundation for idea generation across KS4.
2. A guide for using the Video Game Ambassadors – a free online platform for connecting educational institutions to the UK games industry. You can use this platform to bring games industry specialists into the classroom (remotely) to support the Mobo Game Jam and any other educational initiatives/projects.
3. A geofact sheet is provided, to give context to some of the growing global issues around climate change and the world's access to clean air.

Games Careers

Where can I find more information about careers in the video games industry?

If you're interested in showing young people more about careers in the games industry, and how they relate to each activity – head over to these sites. These pages also contain learning pathways, interviews with professionals, and more.

- [One Minute Mentor](#)
- [Into Games](#)
- [ScreenSkills](#)
- [Discover! Creative Careers](#)

If students have questions about a career that isn't answered on these websites, they can ask the Into Games Twitter [@IntoGamesHQ](#) using the hashtag #IntoGamesQA to get instant answers from our tea

Geofact Sheet KS2-4

How to use this fact sheet.

Read this sheet and learn the facts about climate change and clean air.

Do some of your own research too! The more you learn about these issues, the better your games will be! For extra info, watch our masterclasses on the [resources page](#) on the website.

1) Air FACTS

- Around the world, 9 out of 10 people breathe unhealthy air.
- Air pollution alone kills an estimated seven million people worldwide every year.
- The UN Human Rights Council in October 2021 recognized access to a clean and healthy environment as a fundamental right.

2) Why is having clean air important?

- Air pollution is the cause of millions of premature deaths yearly and it is one of the major reasons why millions of people worldwide have weak immune systems.
- With clean air, people's lives become better as a result of better health which comes from breathing clean air and our ecosystem benefits also as it would reduce the degradation that has been ongoing so far.

3) Climate change FACTS

- Globally, temperatures are going up.
- 2019 was the warmest year ever!
- The last 10 years were the warmest ever.

4) Climate change affecting Air Quality

- When we burn fossil fuels, such as coal and gas, we release carbon dioxide (CO₂). CO₂ builds up in the atmosphere and causes Earth's temperature to rise, much like a blanket trap in heat. This extra trapped heat disrupts many of the interconnected systems in our environment.
- Climate change might also affect human health by making our air less healthy to breathe.
- Higher temperatures lead to an increase in allergens and harmful air pollutants. For instance, longer warm seasons can mean longer pollen seasons – which can increase allergic sensitizations and asthma episodes and diminish productive work and school days. Higher temperatures associated with climate change can also lead to an increase in ozone, a harmful air pollutant.

5) What more needs to be done to fight climate change?

- There is not enough money being spent to help fight climate change. More investments need to be put into greener alternatives of generating energy.
- Reduction in the way we consume energy
- We must try to conserve energy where possible.
- Education is important! The more we can learn about these issues, the better prepared we will be to fight them. Your games are part of educating people, as they will help to teach people about climate change and clean air.

Questions?

[Click here to find some answers to common questions people have about Air Pollution](#)

Why not explore our resources to learn more? [Global Action Plan](#); [Clean Air Day](#)

Keywords

What is climate change?

Climate change is the change in weather over a long period of time.

This isn't just about having a really hot or a really wet day here and there.

Climate change means the change in weather is long lasting.

What is a natural disaster?

Natural disasters are extreme natural events such as floods, droughts or hurricanes.

They can cause death, damage to houses and disrupt our lives. In some places, climate change can make these natural disasters worse!

What is clean air?

Clean air is air that has no harmful levels of pollutants (dirt and chemicals) in it.

Clean air is good for people to breathe.

What is air pollution?

Air pollution is contamination of the indoor or outdoor environment by any chemical, physical or biological agent that modifies the natural characteristics of the atmosphere. Household combustion devices, motor vehicles, industrial facilities and forest fires are common sources of air pollution. Pollutants of major public health concern include particulate matter, carbon monoxide, ozone, nitrogen dioxide and sulfur dioxide.



VIDEO GAMES
AMBASSADORS



The Video Game Ambassadors is a freely accessible online platform for connecting educators with the UK games industry. Created by Ukie – the trading body for the games industry – and run by Into Games – the careers service for the games industry – the Video Game Ambassadors is the easiest and most accessible way to bring games industry expertise and engagement to the classroom.

Want to run a masterclass on Level Design to support your students, or need a mentor to support your Mobo Game Jam? Head to gamesambassadors.org.uk and sign up to get free access to hundreds of UK games industry professionals, who have volunteered their time to support educational initiatives like yours!

- Head over to www.gamesambassadors.org.uk
- Follow the "Host a VGA" option to sign up as an opportunity provider using your educational institutions information
- You should receive email confirmation soon after that you have been approved – follow the link provided in this.
- From there head to Opportunities > Create Opportunity
- Fill in the information required, including information about the opportunity, the roles and responsibilities you are looking for, as well as dates and times.
- If you have any questions about the Video Game Ambassadors, email brandon@intogames.org
- Below is a template opportunity that you can use – be sure to click the links below to read more about some of the roles you might want support from.

Opportunity Name: Support our students with a game development workshop as part of the International Mobo Game Jam!

Opportunity Description: We're {organisation type and name} embarking on a game jam project to teach our students more about game development, careers, and climate change. We're using the Prototyping Activity Pack (attached) to take our students through the processes of game development and we're looking for UK games industry professionals to offer support and guidance throughout the activity.

We're looking for {role/s} to deliver a short introduction and Q&A on the games industry, followed by a workshop/masterclass on your profession.

Potential Skills/Roles: Level Designer, Concept Artist, Character Artist, Sound Designer, Producer, Creative Director, Narrative Designer, Game Jams

Activity 1 – Pre-Production

Don't feel like you have to come up with a whole idea at once. Break it down into segments that feed into each other. Try this five times and pick your favourites.

Start by drawing an environment you know – this could be real or imagined, then decide what the genre of your game will be. Finally, try to describe your game in one sentence.

You can repeat this as much as you like – the more ideas you have, the more games you could make!

An environment:



A supermarket

A genre of game:

Puzzle game

A goal:

To checkout all the customer's shopping

My game in one sentence:

Pack the customers shopping in a tall tower – don't let it fall!

An environment:

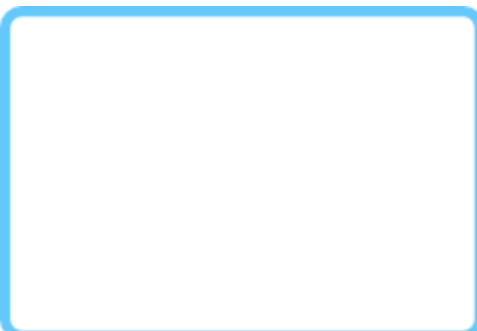


A genre of game:

A goal:

My game in one sentence:

An environment:



A genre of game:

A goal:

My game in one sentence:

An environment:

A genre of game:

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A goal:

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My game in one sentence:

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An environment:

A genre of game:

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A goal:

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My game in one sentence:

An environment:

A genre of game:

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A goal:

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My game in one sentence:

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An environment:

A genre of game:

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A goal:

.....

My game in one sentence:

.....

Activity 1 – Pre-Production

Next, using your three game elements create a piece of unique concept art and an initial game concept.

Concept art helps form an idea of what your world will feel like and could be anything from an enemy, an item, a creature, or even the flowers in your game! Which element best shows what makes your game unique?

Don't worry about perfecting the name of your game – it could be something as simple as "Untitled Dog Game". It will be easier to think of a snappy title in the later stages.

My game is called:

.....

My game will be played by:

.....

My game is set in:

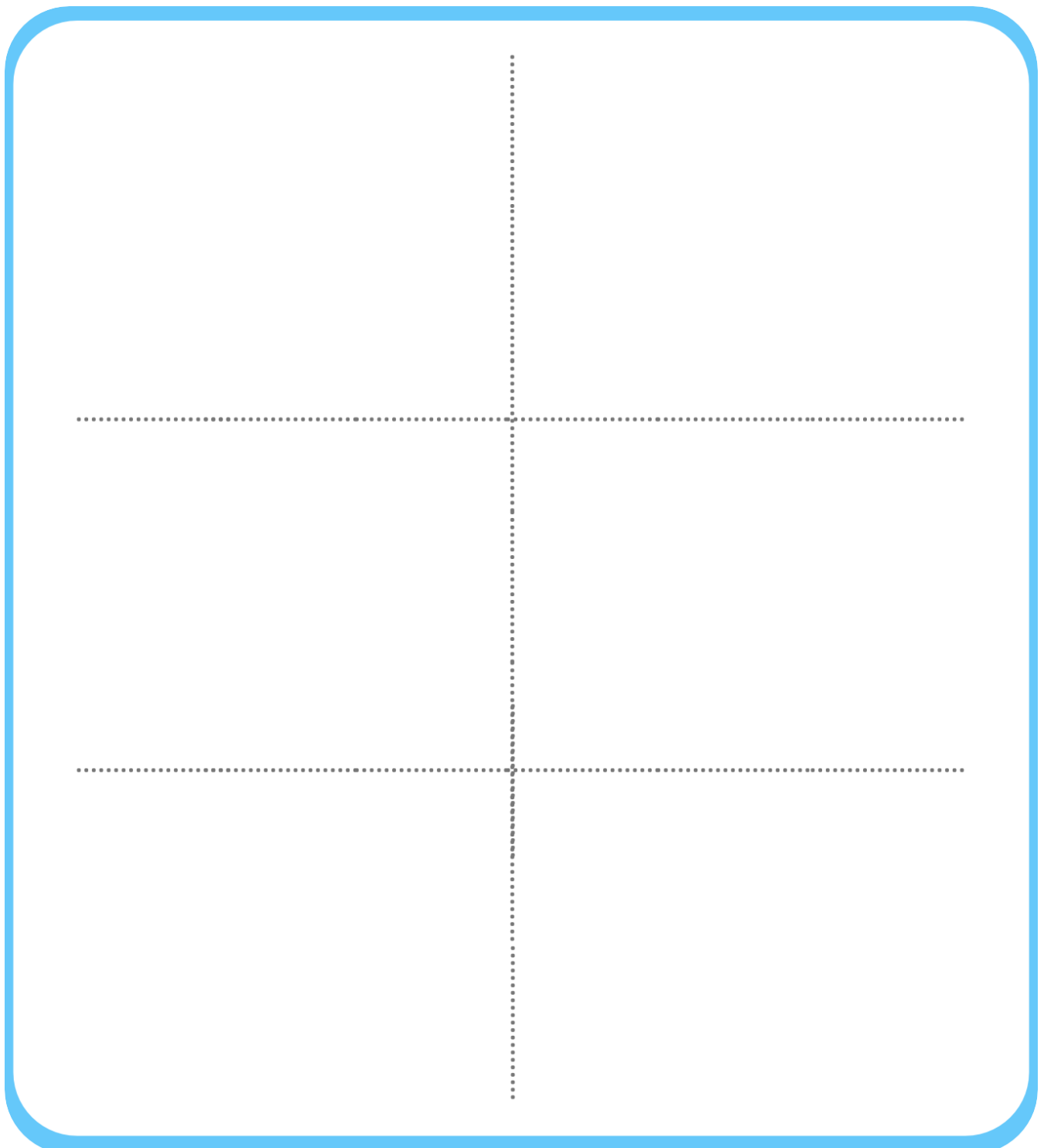
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My first piece of concept art:

Activity 2 – Pre-Production

Using this sheet, draw six different versions of your main character, and decide on one you like the best.

When deciding on a favourite design it is important to get good feedback – why not share your designs with others? It is helpful to ask questions like "which is the scariest?" or "which character design looks most like an angel?" rather than "which idea do you like best?" to make sure you get useful feedback!



Activity 2 – Pre-Production

Now, let's think about who our main character is by answering these questions about them.

Creating a main character is one of the most important (and fun) elements of game development, and will be the part of your game that the player relates to the most. It is useful to think about your character's backstory even if you don't show it in your game – it will make your character seem more real!

What is your main character's name?

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What is their goal?

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What is their biggest weakness?

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How do they overcome it?

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.....

.....

Describe your character in one sentence.

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.....

.....

Activity 3 – Production

In this activity, we are going to think about our game's story by filling in the five most important parts – or "beats" in the game.

Keep your story simple for now as it will help in identifying the key beats and define what elements are most important to work on. If your game has no story, what are the five key parts of the game from start to finish? Remember the three game elements from the first activity!

First Steps

The game begins – what does the player see?

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.....

What's This?

Someone or something excites the main character – what is it?

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.....

A New World

What does that exciting thing reveal about the game?

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Challenges

What is the main aim of the game and what challenges does the player face?

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Achievement

How do you beat the game and what has the main character learned?

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Activity 4 – Production

In this activity, we're going to think of the five sound elements that help define the five "beats" of our game. Using items around you, try and create five sounds for each step and write them down here.

When designing your game, creating sound effects that bring your world and characters to life are incredibly important. Why not try and record them using your phone or a computer?

First Steps

What does your main character sound like when they talk and move?

.....

.....

What's This?

What sounds could draw the player towards something exciting?

.....

.....

A New World

What sounds can you hear in the world of your game?

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.....

Challenges

What noises can you hear when your main character faces a challenge?

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.....

Achievement

Is there a sound that plays when you complete the game?

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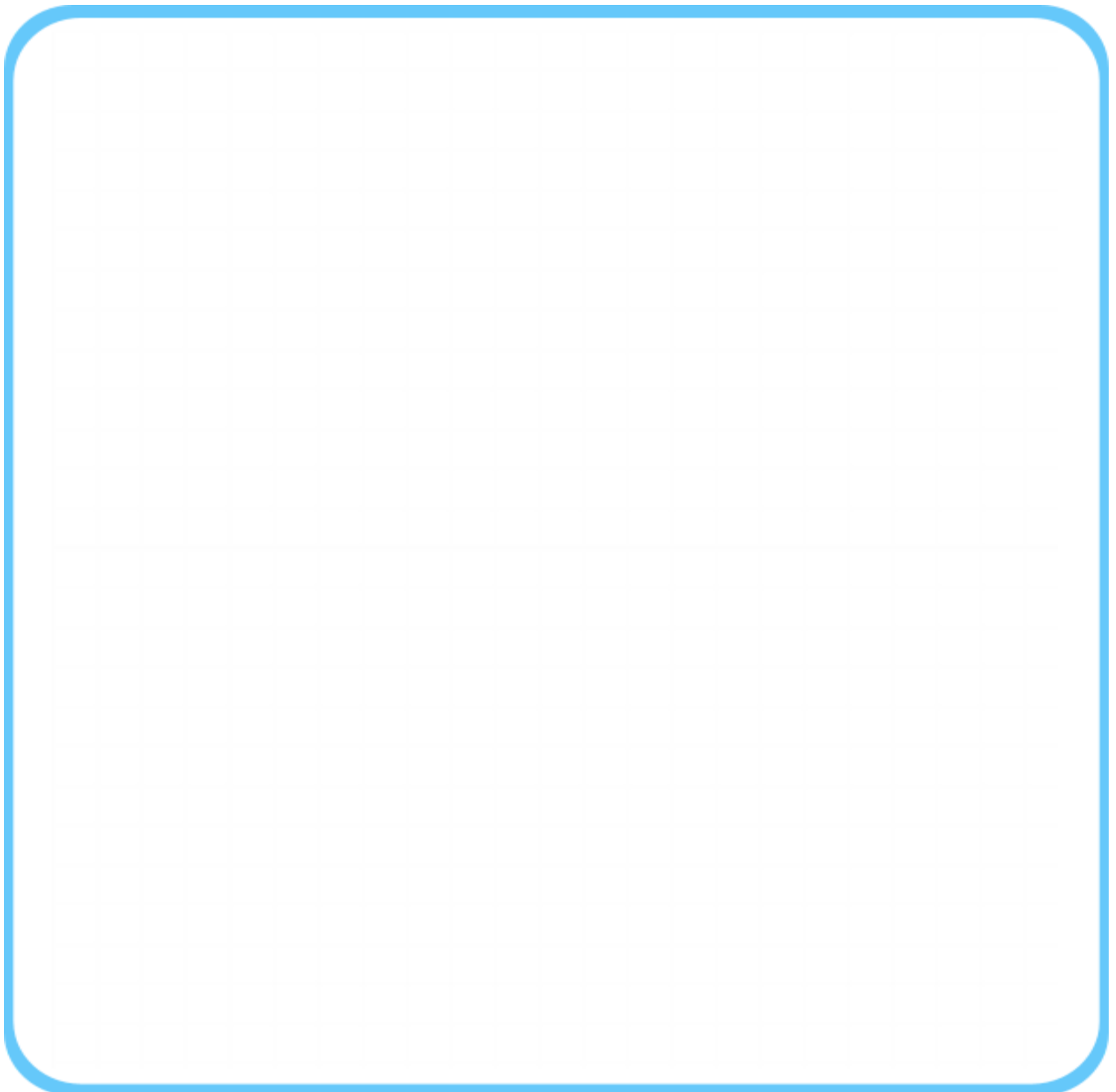
Activity 4 – Production

In this activity we will be exploring level design – using the space provided below to create a "paper prototype" of your game.

It will be helpful to imagine you are viewing your game from one of two ways:

- Birds-eye-view or "top-down perspective"
- As if you are viewing your game from left to right or "side-scroller perspective"

A paper prototype is a test version of your game that can be played with a pen and paper – feel free to cut up this sheet so you can make your character "moveable"!



Activity 4 – Production

At this stage in development, we should be able to define what our game is, how it will be played, and who it is for. Answer these questions about your game – use your previous activities for inspiration!

Think back to the start of the activities when you created your working title, game elements and concept art. What has changed? Game developers will always work to a brief, so it is important to remember the three game elements from the first activity as a starting point.

What is your game called?

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What is the aim of the game?

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Who will be most interested in this game?

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Why should people play your game?

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Activity 5 – Post-Production

We already know who will be interested in our game – how do we make sure they see it? Create a persona of a player you think would buy your game.

A persona is an example of your game's audience or "target market" – the players around the world who you think will really enjoy your game. If you can define them, it will be easier to share your game with them!

Name:

I like:

.....

.....

My favourite websites are:

.....

Next, draft a social media post that your target market would be excited by.

What snappy language can you use to engage the reader, and what is the perfect image to showcase your game? If you need some help, search for your favourite game studio on social media and use their posts for inspiration.

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Activity 5 – Post-Production

This final activity will bring together everything you have learned over the past five activities and help showcase your game to the world. Use this template to create a final poster or the front cover for your game.

When creating your poster, imagine you are somebody who has never heard of your game before. What parts are most important to show, and how do you grab their attention?

A large, empty rectangular box with a light blue border, intended for the student to create a poster or front cover for their game.