

School of game algorithmization and game programming for youth

Brief description of the course:

The course is specifically designed for youth aged 17 to 20. However, all age groups who are interested in getting started in a playful way with writing their first programs and specifically with the development of computer games can participate. The course assumes no prior knowledge of programming. Basic knowledge of working with a computer is expected, i.e. working with files (downloading, decompressing, saving), searching the Internet and launching applications. All development will take place on applications that are available for free and without a license. Basic (ordinary) computer equipment will be enough to work.

Prerequisites: Basic knowledge of the issue

Type of Activity: Theoretical and practical preparation of participants

The number of hours: 40

Course language: Czech/Ukrainian

Maximum number of course participants: 12

Detailed course description:

- Basics of algorithmization, variables, loops, branching, etc. point explained in a playful way using the Python language (GDScript)
- The course is guided by the idea of school through play and at the same time teaches graduates to program using specific examples by developing a computer game
- Participants will learn to use the open game-engine Godot
- They will acquire knowledge that will be transferable from game development and generalizable to the development of other types of applications and other programming languages
- At the end of the course, students will be able to create their own computer game as a complete functional software.

Course goal: Obtaining basic knowledge of the issue

Awaited results: General knowledge of the issue

Assessment (Micro-credential type): 80% participation in the course, submission of the assigned task/project

Schedule: June - August 2024