

Some of those attending included

- Jay Bockelman, OIT
- Mitch Fry, Chemeketa CC
- Colin Goble, PCC
- John Ossowski, Techstart Fondation
- Bruce Schafer, OUS
- Terrell Smith, Sherwood HS
- Ron Tenison, Oregon CSTA
- Stevie Viaene (first few minutes only)
- Chris Winikka, Century HS
- Sherry Yang, OIT

Goals

- Growth of program – reach more students
- Increase quality of experience for team members
- Increase diversity of participation

Things we can cover, time permitting

Content of training

- Effective coaching: Knowledge and skills
- Technical: Game Maker knowledge including how facilitate team member learning

Delivery methods

- In person workshops
 - SuperQuest covers this for teachers willing to invest a week but focused on using Game Maker in the classroom
 - Could offer shorter workshops for teachers, parents, and others interesting in coaching but could we offer such workshops at enough times and places?
- Online delivery
 - Synchronous
 - Asynchronous

Stevie: We may want to create a gamemaker analog to the current SuperQuest robotics curriculum web site.

Colin: See Tazmanian site on gamemaker as another example.

Decisions made so far about the 2009 season include:

1. Tournament at Chemeketa Community college on May 16, 2009
2. Middle school division added
3. Theme will be “Water”. Details to be developed.
4. It is assumed that gamemaker will be the platform

We chose the “Effective Coaching” part of “Content” as our first topic.

Effective Coaching Techniques

- Should be able to use or develop materials like those used in training FIRST LEGO League coaches. Some stuff is copyrighted, some stuff is under creative commons, the rest is public domain. We should look for materials to adapt, being careful to obtain permission when needed.
- Leverage published research on mentoring techniques? John O to pursue some topics.
- Combining and developing a variety of skills of team members
 - Programming
 - Graphics
 - Audio
 - Research
 - Storeboarding
 - Etc.
- Managing and organizing a team: Artist, Storyboard, Code Monkey – how to teach a diverse group
- Time Management and Timelines: Sample goals, timelines, benchmarks. The fact that we asked for project proposals in 2008 seemed to be useful. We should consider imposing more of these milestones with “points” toward total score but stop short of disqualifying teams that don’t turn things in on time. Involve judges in the review of pre-contest materials?
- Encourage and facilitate brainstorming: Separate the concepts of idea generation from the critique.
- Design templates.
- Help teams understanding importance of documenting game design.
- Paradigms for integrating annual theme into the design of the game.
- Project management methods.
 - adapt ORTOP FLL slides
 - adapt college project management materials (Eg, “Waterfall” design method)
- How tournament day is organized, what to expect including peer presentations, judging, etc.
 - Might include screen shots, sample games
 - Might include video of tournament day of previous season
- Consider having a google site for coaches in addition to the e-mail list
 - Facilitate better communication from contest planning committee to coaches and better communication among coaches
- Advice on how to start a team – registration? When? Where?

We then turned to methods for delivering training to prospective coaches:

- Pros and cons of in-person workshops
 - Pros:
 - Easy to set up and improve over time
 - Enjoyable to teach
 - Preferred by most adults who are considering coaching a team
 - Cons

- Difficult to implement statewide; if its available in some parts of state and not others it creates advantages for some.
 - Expensive to roll-out statewide in terms of time, travel costs, etc.
 - Hard to schedule in small chunks (e.g. series of workshops that are 2 or 3 hours each)
- Main alternative is online training. Could take a lot of effort to get set up, delaying availability to coaches or making it incomplete at first. Possible short cuts nclude
 - Interview tournament organizers
 - Coaches from previous seasons
 - Judges
- Other alternatives
 - Schedule and deliver 3 regional in-person workshops, one day each.
 - Video tape them together and put them on the web for those who couldn't attend the liver workshops.
 - Pro and cons of videos are
 - Cool
 - Time consuming to produce but short cuts are possible.
 - Inspiring and motivating
 - Could tailor to markets
 - Parents/Coaches
 - Students
 - Another alternative would be audio podcasting
 - Should consider posting videos in “Web 2.0 format” allowing experience and novice coaches to comment and share their thoughts, techniques, etc. Can we upload last year's games? (As examples)
 - Can we ask teachers and high school classes who are already involved in video design projects to produce some of these?
- Alternative: Recommend coaches read Game Maker's Apprentice and do exercises.
- Alternative: Make SuperQuest and other instructional materials available on-line.
- Some folks will find Game Maker and Game Maker's Apprentice easier than others...
 - Will some target audience need the additional TLC like
 - in-person introduction or other support?
 - Coaches hotline?
 - Email address for help
 - Threaded discussion forums
 - Use Camtasia to create step-by-step online instruction or at least illustrate first few chapters of book?
 - Terrell Smith's veteran students could create materials in fall
 - Sherry Yang already has some from the class she taught in Summer 2007
- Regional challenges and opportunities
 - What about Saturday academy? Who might their classes play a role.

- Identify experienced coaches and/or those who have taken SuperQuest in various locations around the state and facilitate creation of regional self-support communities.
- Grow the role of SuperQuest as training system.
 - Note, however, that evenings and weekend sessions are preferable to weeklong SuperQuest for many people, including parents interested in coaching.
- Sherry has a DVD of gamemaker camtasia
- Can't the TechStart site support online collaboration?
- Consider trade-offs between asking coaches to attend three 3-hour workshops vs a compressed a single 7-hour one-day session – to facilitate regional training sessions.
 - To send someone on the road would require that we pay stipends or at least travel expenses.
 - Terrell Smite or Sherry Yang might be available
 - Mitch could host a Gamemaker training at CCC for mid-valley region.
 - Could use camera and tripod for taping presentations for posting online.

Some of those attending had to leave at this point.

Those remaining discussed when the first workshops might be held. Possibilities include

- Saturday, September 27 at CAPITAL Center – same day as statewide K12 in-service day (might qualify for underwriting via grant received by TechStart Foundation because it's in Washington County).
- Friday, October 10, 2008 in Ashland – co-located with CCSC/NW Regional Conference – See <http://www.ccsc.org/northwest/>

In either case we would invite teachers, scout leaders, engineers, etc.