

CSTF Game Competition

Results Overview



Date: 12/21/2007 6:28 PM PST

Responses: Completes

Filter: No filter applied

#	Response
13.	The most significant obstacles to organizing a game programming team at my school would be...
1	time and money
2	Distance from most populated parts of the state.
3	finding time to supervise them
4	how much time I personally have to get things organized.
5	Having a significant pool of students to draw from with sufficient expertise. They already know they're the best. We need to motivate the middle kids, not the top ones. If you aim for the top notch kids, force them to do a presentation for non-experts as well as experts. Social skills are very lacking. And, honestly, there are a lot of competitions out there already to reward the absolutely top notch kid.
6	Informing/recruiting students
7	Training students to use the software. I'd love to have some teacher training to teach it
8	Getting the district to offer a gaming elective, or computer science teacher is overloaded right now & they won't hire a second person.
9	Small number of students involved in programming
10	Cost: purchase of software would require application for grants; "free" software helps! Attracting diverse students: if the "topic" required for the games are considered "too educational" – this could stifle some originality and creativity. Inclusive feeling: more than just "programmers" can become involved. (According to speakers we've had at "SuperQuest" – some SAO companies involved in "gaming" are graphics developers – so attracting some "non-programmer" type students might be a good idea, too...?)
11	Teacher training. We need to learn how to do the programming, so that we can be a credible resource and effective coach.
12	Time available to coach or mentor the students.

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