

## KEY PLANNING QUESTIONS

<p><b>Can/Will software be installed on the server or on each individual computer?</b>          GameMaker Lite (the version we will use) is completely FREE to download. <i>IT departments have the ability to load software on the server, which we think is easily available to all computers. Otherwise, all computers that will be used during the residency must have GameMaker Lite individually installed by day one of the residency. Teachers may have the authority to download the software to individual computers</i></p>	
<p><b>Will the students be using Apple or PC Computers?</b>  <i>The PC and Apple versions of GameMaker are not compatible and have subtle variations, so we will need to know which platform we will using for programming and visual aide purposes.</i></p>	
<p><b>Will the computers being used be part of a stationary or mobile lab?</b>  <i>If available, mobile labs offer greater ease of transition and more flexibility when working in cooperative learning groups</i></p>	
<p><b>Will students have access to the Internet? If so, through WiFi or traditional means?</b>  <i>While GameMaker does not require the use of the internet to function, we will be using the ActivateGames.org website and possibly others for reference during the residency</i></p>	
<p><b>Are students able to save material/files to a personal folder on the school's server</b>  <i>Students will need to save and upload images for the purpose of creating characters/objects in the game.</i></p>	
<p><b>Do students possess a personal flash drives?</b>          Same as before. The artist will need to know how to access these files quickly and uniformly to assist students if necessary.</p>	
<p><b>Are students able to download material from the Internet to either a personal folder or flash drive?</b>  <i>If students are to create their own games, we will need to know if we are to provide those images or students may search for images on predetermined "open-source" websites.</i></p>	
<p><b>Are any of the following websites blocked by the school/district firewall?</b>  <a href="http://www.soundjay.com/">www.soundjay.com/</a>  <a href="http://www.clker.com/">www.clker.com/</a>  <a href="http://www.pics4learning.com/">www.pics4learning.com/</a>  <a href="http://www.activategames.org/">www.activategames.org/</a>  <a href="http://www.yoyogames.com/">www.yoyogames.com/</a></p>	
<p><b>What software is currently available for student use?</b>  <u>Art Software</u>          Adobe Photoshop          Adobe Illustrator          MS Paint          Google Drawings (Cloud option for schools with Google Apps for Education)</p>	

<p><i>Gimp (open source Photoshop for install)</i>  <i>Sumo Paint (cloud option – no save online)</i></p> <p><u>Music Software</u></p> <p><i>GarageBand</i>  <i>Audacity</i>  <i>Aviary</i>  <i>Creaza.com</i>  <i>Other?</i></p>	
<p><b>Do many of your students have access to personal/family computers at home?</b>  <i>It would be helpful to know should the opportunity for programming take place outside the classroom</i></p>	
<p><b>Will technology support be available during the scheduled time of our residency?</b>  <i>School Staff will be more knowledgeable about issues that may arrive outside of the Game Maker software and will not distract artist from the lesson plan.</i></p>	
<p><b>If this is not a technology class, are students currently taking a technology class? Is there the opportunity for collaboration with this class for this residency?</b>  <i>Collaborating with multiple teachers can increase our contact time and increase our ability to connect the three disciplines more thoroughly: art, technology, academic</i></p>	
<p><b>What key concepts or areas of focus do students struggle understanding or retaining?</b>  <i>For increased results from this residency, finding ways to engage students through technology may help them apply and transfer logic, reasoning, and problem-solving skills necessary understand key concepts better or more in-depth.</i></p>	

**Other Questions for Consideration???**