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WELCOME TO GAME WIZARD!

Game Wizard is a computer game generator with templates and sample games that will help you enhance your students' learning experiences. Included on this CD-ROM are the User Guide and the Matching Game template.

II. SYSTEM REQUIREMENTS

PC

- Intel Pentium III processor
- Windows 2000, XP, Vista
- 256 MB available RAM
- 50 MB hard drive space available
- Thousands of colours graphics capability at 1024 x 768
- 16x CD-ROM drive
- Flash Player 9
- Java 1.4 (for the installer)

Mac

- G3
- Macintosh OS X (10.2 +)
- 50 MB hard drive space available
- Thousands of colours graphics capability at 1024 x 768
- 16x CD-ROM drive
- Flash Player 9
- Java 1.4 (for the installer)

III. Installation Instructions

Insert the CD-ROM and double click on the icon. Drag the Game Wizard folder from the CD-ROM to your desktop. Eject the CD-ROM. Click on the Game Wizard.osx icon to open up the Home Page. There is also a folder of clip art you may use in your games.

IV. GAME WIZARD QUICK SUMMARIES

MATCHING

The Matching Game is your traditional matching game where you move the tiles on the right-hand side to their matching tiles on the left. You may choose up to six pairs of items to match, along with a distracter. Items may be words or images. You may choose to publish one game at a time, or you can create a set of games (of any type) that will appear as a group on the computer.

SEQUENCING

The Sequencing Game has two choices: circular and linear. You may choose up to 12 items to have in a circular sequence, and up to 50 items in a linear sequence. You may also choose the number of rows you would like in a linear sequence. With both games, you may create up to five distracters.

SORTING

The Sorting Game allows you to choose up to five categories in which to sort different items, with up to eight items in each category. You may also create up to five distracters. The headings of each category may be either words or images.

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V. TERM INDEX (HOME PAGE)

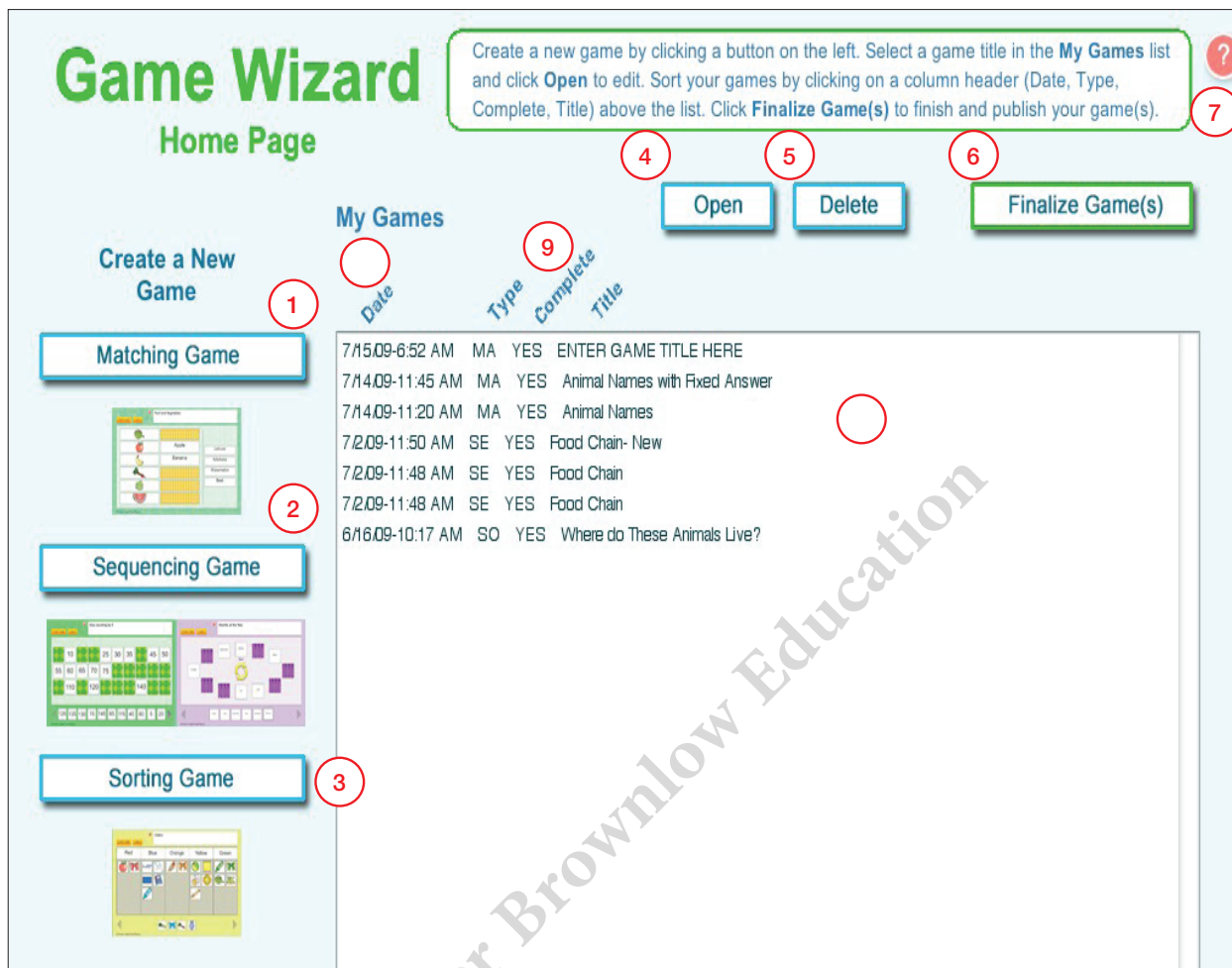


Figure 1. Game Wizard Home Page

1. **Matching Game:** Click this button to create a matching game.
2. **Sequencing Game:** Click this button to create sequencing game.
3. **Sorting Game:** Click this button to create a sorting game.
4. **Open:** Click this button to view and edit a previously created game.
5. **Delete:** Click this button to delete a selected game from the list beneath it.
6. **Finalize Game(s):** Click this button when you are done creating a game and wish to publish it.
7. **Help:** Opens an Authoring Tool Help page in a new window.
8. **Date:** Displays the dates the games were created.
9.
 - a. **Type:** This displays the type of game you created; MA = Matching, SE = Sequencing, SO = Sorting.
 - b. **Complete:** Displays whether or not the game is ready to finalise and publish.
 - c. **Title:** Displays the title of each game created.
10. This is a list of games you have created.

VI. MATCHING GAME

A. SAMPLE GAME

To help you better understand how to create a matching game we first want to show you an example of a finished game.

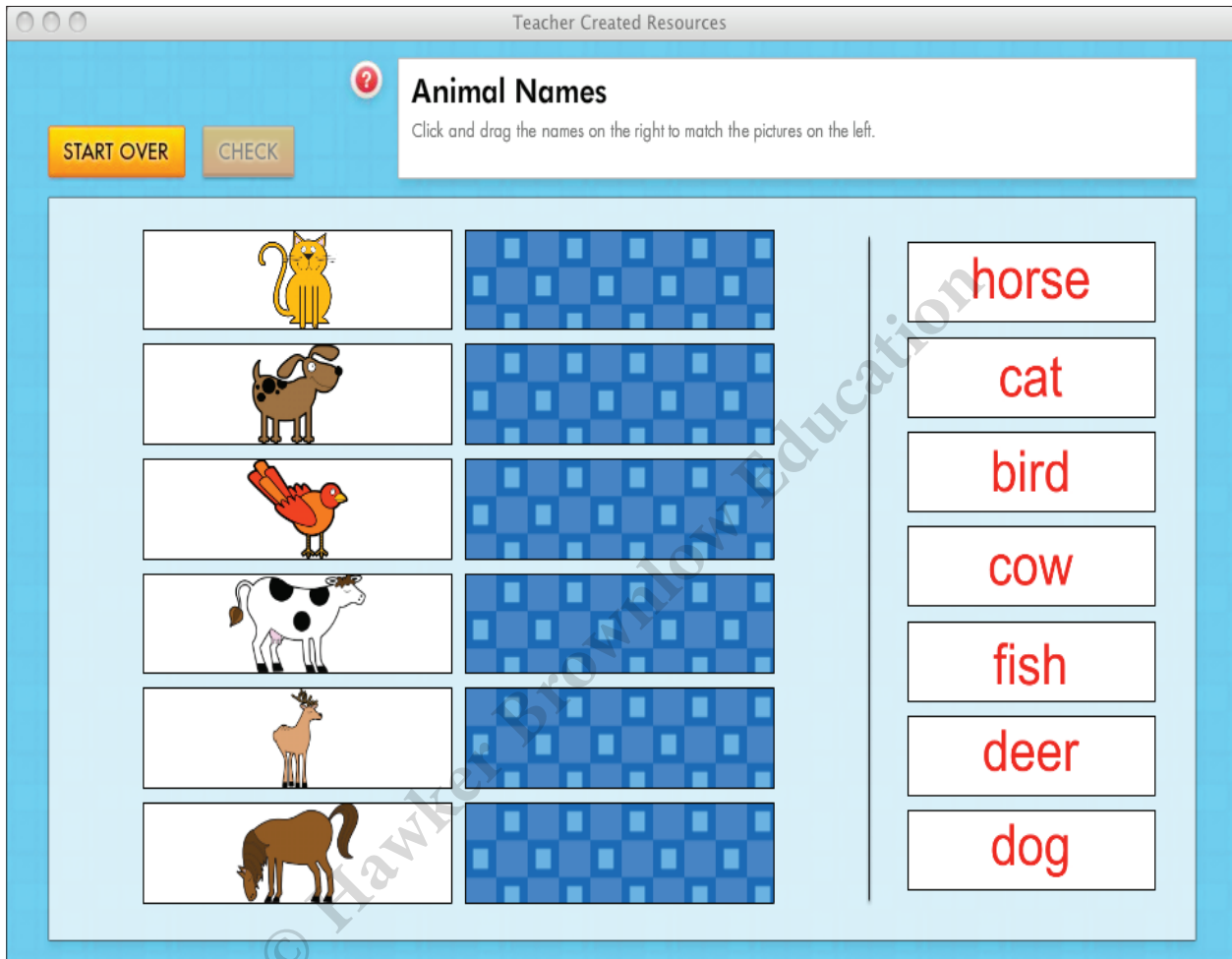


Figure 2. Sample Matching Game

Students click and drag the tiles to the right (dog) and match them to the correct images on the left.

B. TERM INDEX (MATCHING GAME TEMPLATE)

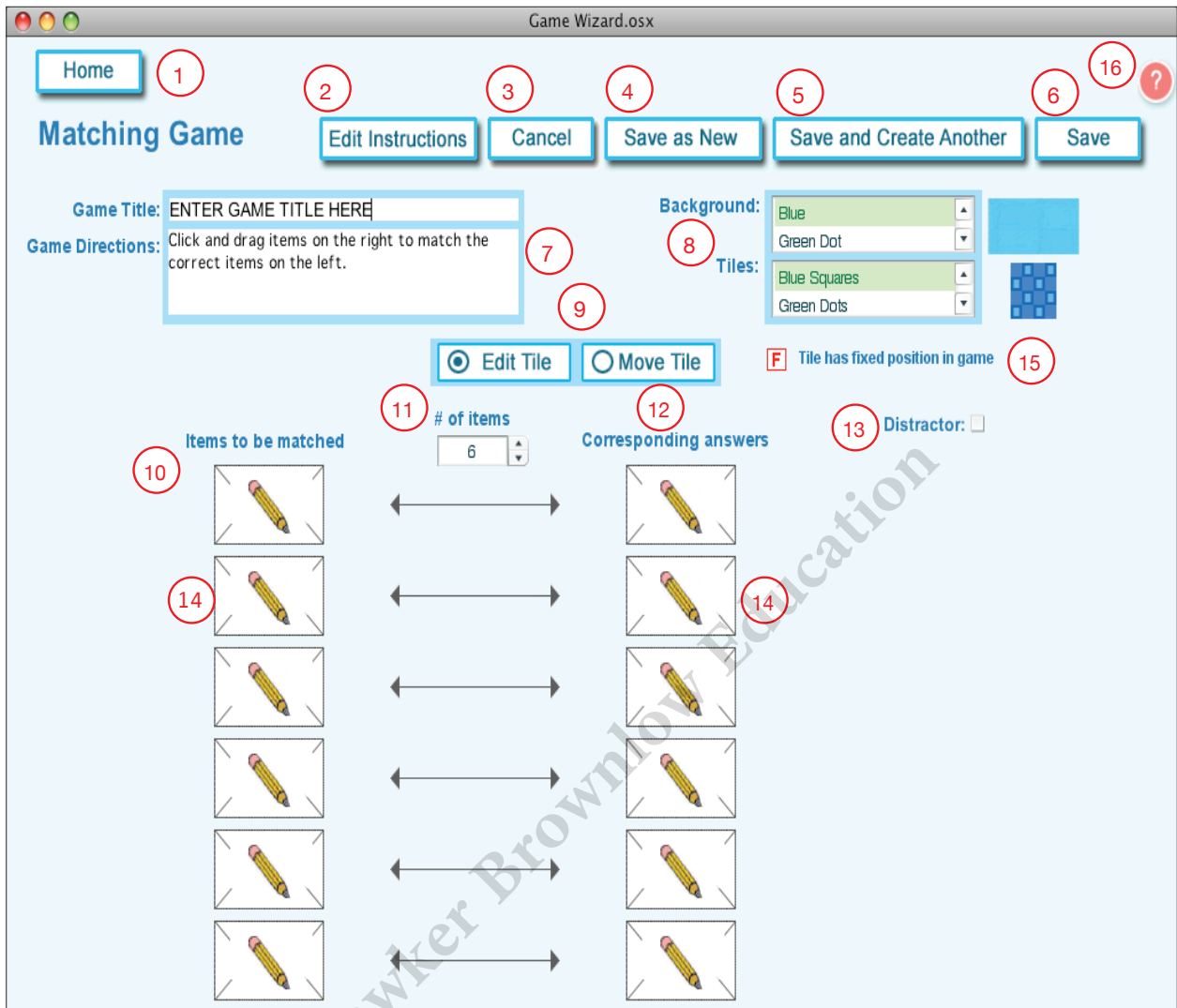


Figure 3. Matching Game Template

1. **Home:** Return to Home Page.
2. **Edit Instructions:** Click to customise user instructions shown at the beginning of each game.
3. **Cancel:** Cancel creating a game or editing an already-created game and return to Home Page.
4. **Save as New:** Save as a new game to keep older version of a previously created game.
5. **Save and Create Another:** Save current game and open a new matching game template to create another game.
6. **Save:** Save current game.
7. **Game Title/Game Directions:** Type titles and directions for a specific game.

B. TERM INDEX (MATCHING GAME TEMPLATE) (cont.)

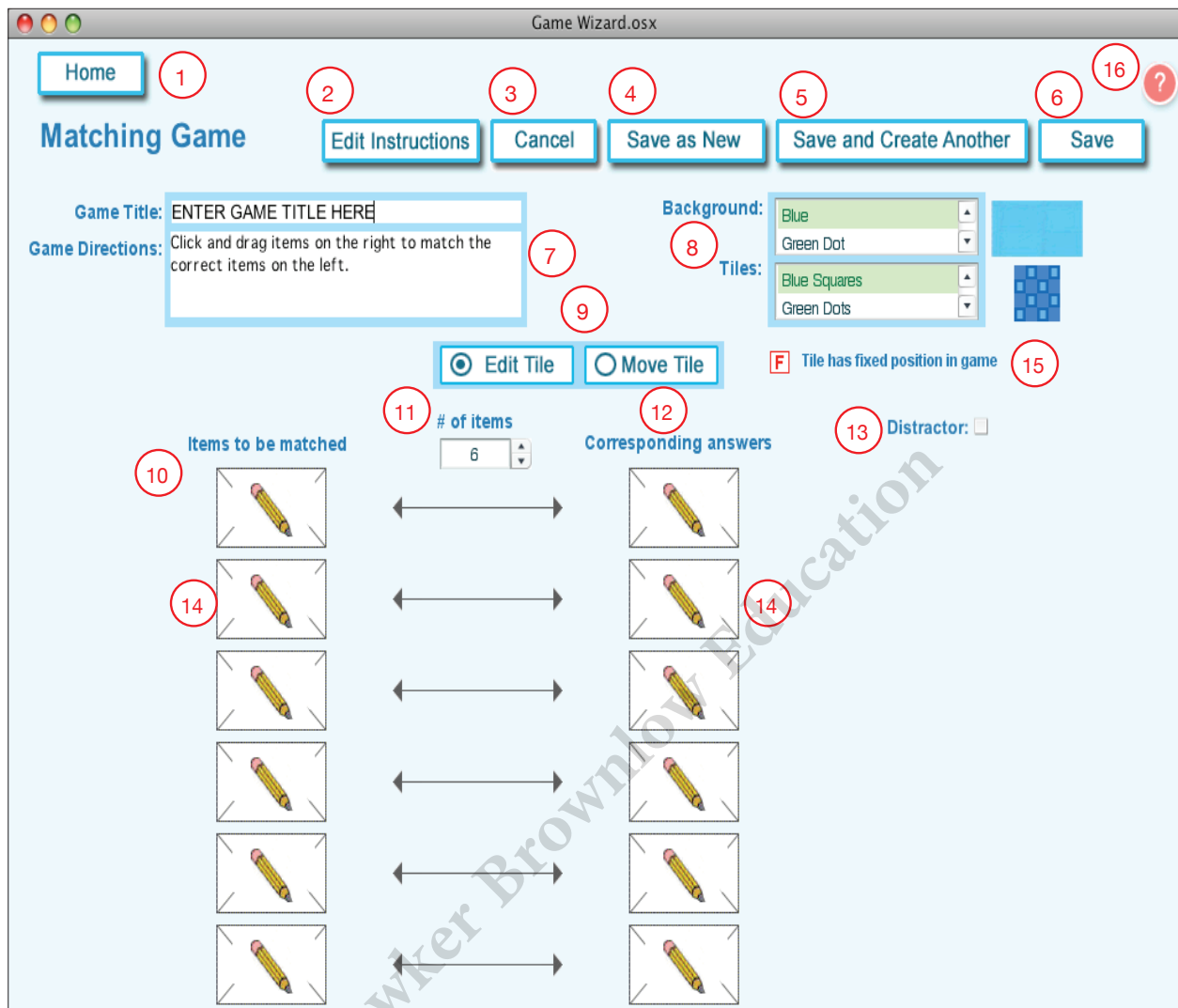


Figure 3 (cont.). Matching Game Template

8. **Background/Tiles:** Choose background colour and tile patterns.
9.
 - a. **Edit Tile** to select and/or change item or text in tile.
 - b. **Move Tile** to change order or placement of tiles.
10. **Items to be matched:** Stationary items on left-hand side of game to be matched with tiles on right-hand side.
11. **# of items:** Number of items to be matched. Choose up to 6 pairs.
12. **Corresponding answers:** Movable tiles to be matched to stationary items on left-hand side of game.
13. **Distractor:** Extra tile with no matching answer (i.e.: “wrong” answer).
14. **Tiles to be matched;** may be either image or text.
15. **Fixed Answer:** This is an answer that will already be in place when game is started.
16. **Help Button:** Clicking this button opens a general help screen.

STEP 4: ADDING TEXT TO TILE

Write in your text, change font size and colour using the tool bars. When you have the text how you want it click **Save**.

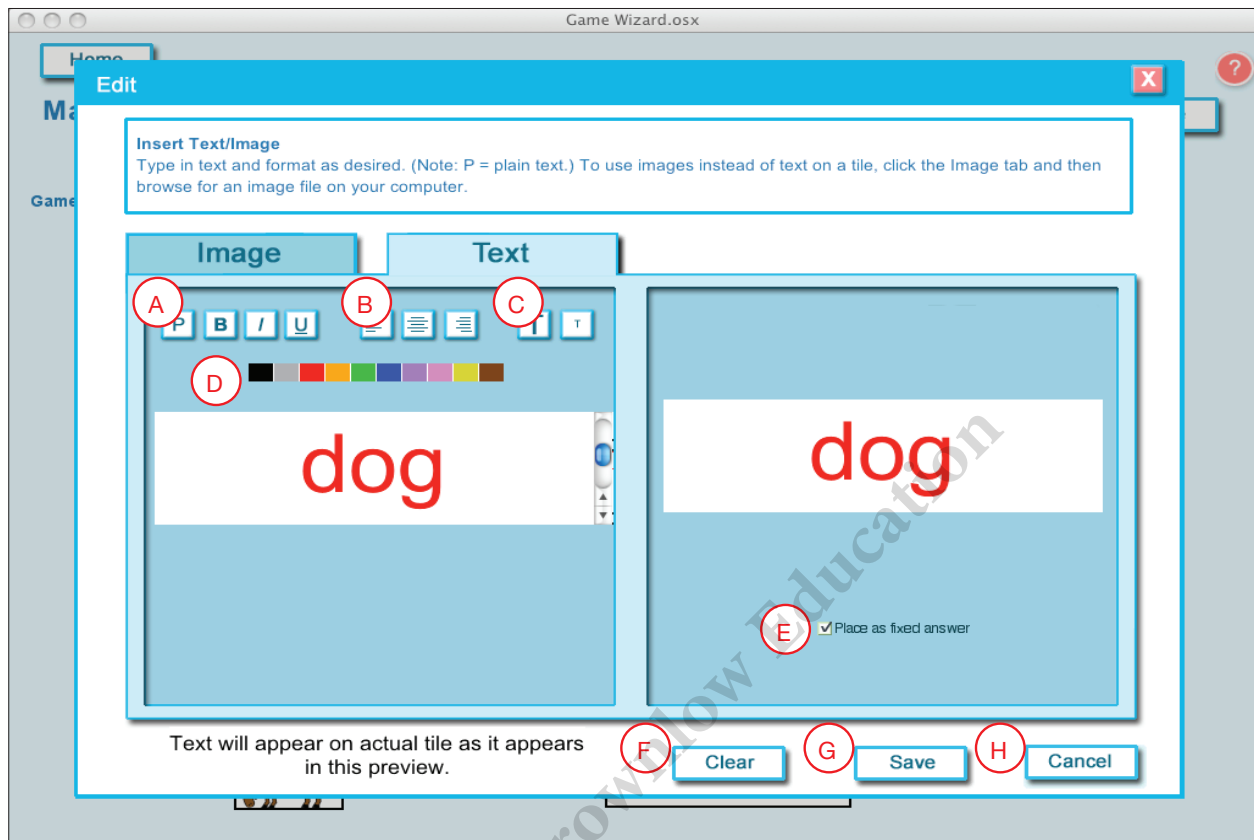


Figure 8. Insert Text/Image window

- A. Choose text format by highlighting text and selecting corresponding icon.
P = plain text B = bold text I = italic text U = underlined text
- B. Centre, left justify or right justify your text by choosing one of the three options.
- C. Change font size by clicking on small or large "T".
- D. Change font colour by highlighting text and then selecting from the colour palette.
- E. Click to make this answer shown in the correct position at the start of the game (as an example).
- F. Click to clear all text.
- G. Save text and return to template page.
- H. Cancel adding text to item and return to template page.

STEP 5: ADDING IMAGE TO TILE

Upload an image from the included Clip Art folder, from your computer or from the Internet (all copyrights for online images apply).

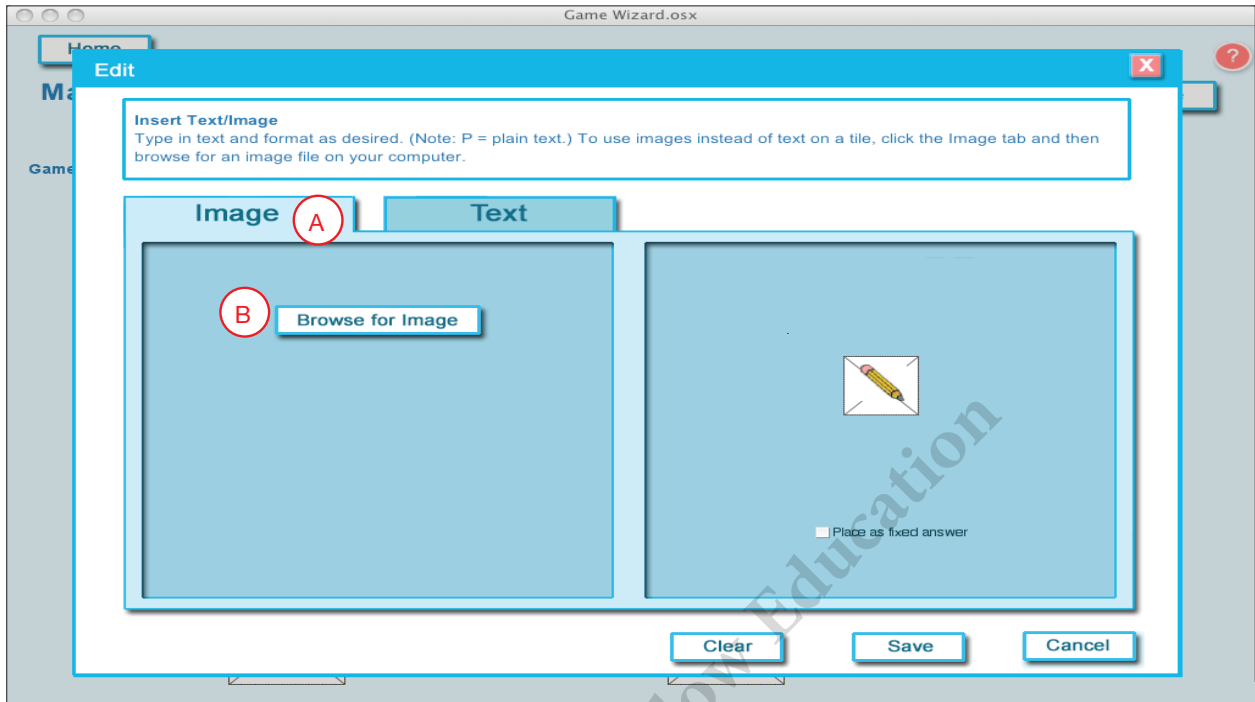


Figure 9. Insert Image window

- A. Click on the Image tab to bring up the image screen. You may toggle back and forth between Image and Text if you change your mind about what you want on the tile.
- B. Click on Browse for Image to upload a picture.

Once you select the picture, it will show up on the right-hand side of the screen:

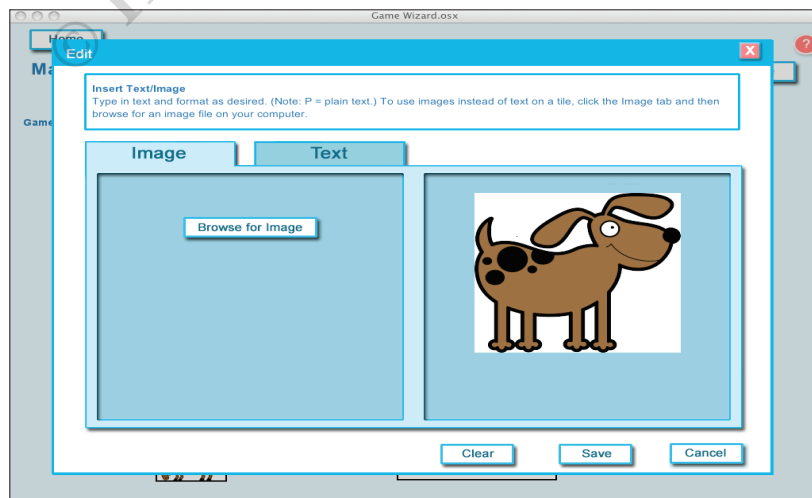


Figure 10. Insert Image window (with image)

The rest of the buttons have the same functions as they do for adding text to a tile.

D. TERM INDEX (“FINALIZE GAME” SCREEN)

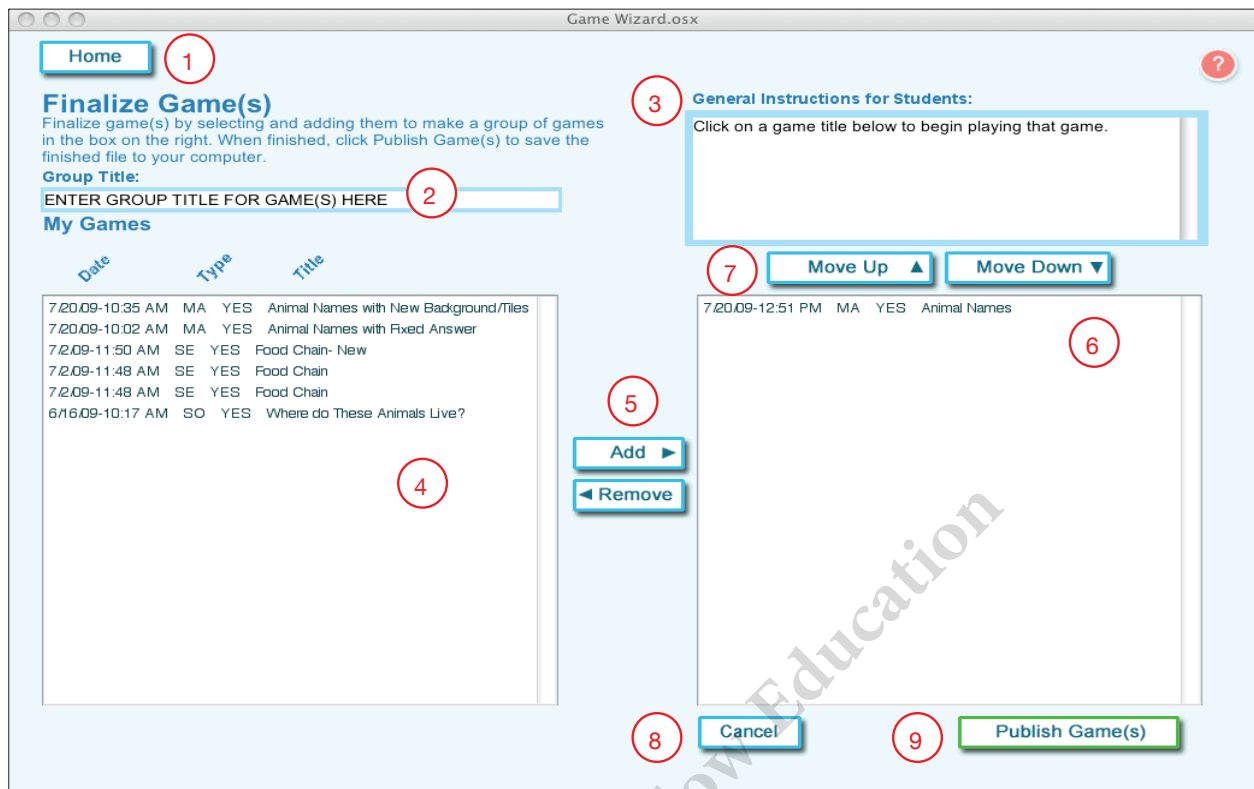


Figure 25. “Finalize Game(s)” window

- 1. Home:** Return to Home Page.
- 2. Group Title:** Label a group of games with a title for that group.
- 3. General Instructions for Students:** Instructions that will show up on the first screen of the game and are relevant to each game listed in the group.
- 4. Game List:** This is the list of games that have been created. Only games that are ready to be published will show up on this list.
- 5. Add/Remove:** Click to move a selected game from the game list to the publishing box. Remove moves the selected game back to the game list.
- 6. Publishing Box.** Games in this box will be published together once the “Publish Game(s)” button has been clicked.
- 7. Move Up/Move Down:** Moves the games in the Publishing Box into a different order.
- 8. Cancel:** Return to Home Page.
- 9. Publish Game(s):** Publishes games listed in Publishing Box.