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Title: Constructing Video Games with Game Maker, HTML5 and Unity

Abstract: Participants will create and modify games in three different environments: game maker, HTML5 and Unity. We will provide approximately 45 minutes for each environment. In the last 45 minutes, we will discuss the advantages where each environment is more appropriate and how each tool should be taught.

statement of purpose: Game Maker, HTML5 and Unity are three popular tools for developing video games. However, they are quite different and each one is more applicable in a different scenario. Therefore, exposure and discussion of all three tools will provide an interesting workshop for faculty and students.

objectives, The workshop will provide hands on experience for participants with different videogame developing environments. It will also provide participants with a comparative view of the different videogame environments. Finally, the workshop will provide a forum for future discussion on video games to improve the teaching of security concepts.

prerequisites: Computer science faculty or student

intended audience: anyone interested in learning a video game tool

duration: 3 hours (may be reduced to 1.5 hours if needed)

materials needed: Participants should bring laptop or have workshop in the lab.

Resources to be distributed: handout on tutorials