

## StudentShapers Recruitment: Calling all *UG* students

### *Refining an pixel-style sandbox game for environmental health education*

**Bursary:** 3 students, £365 per week from Mon 3<sup>rd</sup> July to Fri 18<sup>th</sup> Aug (7 weeks, start/end data can be discussed)

#### Who should apply:

Any UG game lovers who are eager to turn classroom teaching into a game. You might have experiences in designing games, programming games, scripting, music production, or simply **PLAYING** different types of games. Students with graphic design abilities and game-oriented programming skills are highly encouraged to apply.

#### Project details:

We will co-work together to refine and readapt an 8-bit pixel-style sandbox game of different versions, to 1) add more pop culture references; 2) script a stronger plot to make the game more engaging; 3) connect the 'fictional' game part and 'science' part to allow deep learning; 4) pilot different platform of the sandbox game on a more interactive platform (e.g. an online or software game); 5) experiment with different versions of the game to support teaching with more flexibility, for example, 2-day, a week or even a term; 6) make the game more inclusive. Students partners in this project have two opportunities to experiment this game in real teaching environment and improve the game design.



#### How to apply:



Applications (300-500 words) should be made via the 'Student Expression of Interest' form on the StudentShapers website ([here](#)) or accessed using the above QR code. This will then be distributed directly to the appropriate staff partner.

**Deadline:** 21<sup>st</sup> April

**Contact details:** Dr. Hanbin Zhang, [h.zhang@imperial.ac.uk](mailto:h.zhang@imperial.ac.uk)