

Our First Game Coding and STEM Award
by 4A So Mei Yi, 4C Wong Hiu Ching, 4D Chan Wing Lam and 4D Sung Sum Yu

We created a new game called “Theory of Hope – Careers & Strategy Guides” and won the prize of “The Innovative and Creative STEM Award” in the STEM Challenge CUP 2018 organized by the VTC STEM Education Centre.

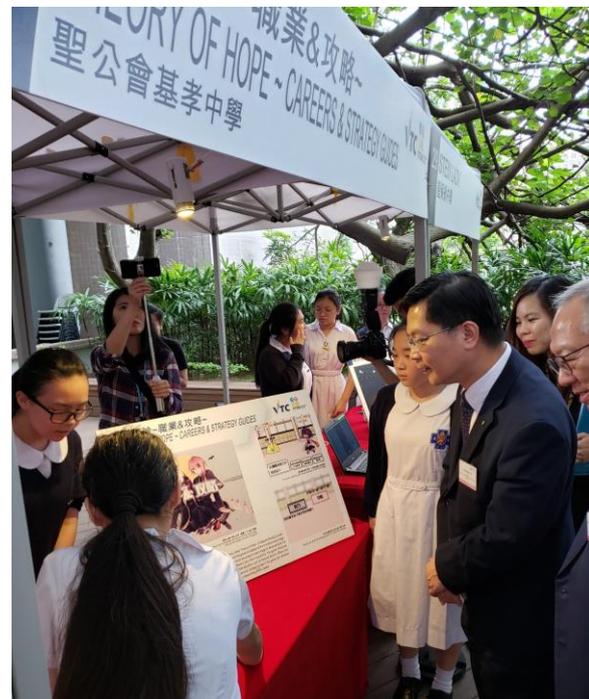
In this technological era, many Hong Kong people still hold the traditional belief that girls are not interested in pursuing STEM subjects, especially those related to engineering and computing disciplines. In order to encourage more girls to develop their interests in STEM related studies and get involved in the STEM industry, our school has put a lot of effort promoting STEM education. This year, our ICT teacher Mr Fong invited us to participate in a Game Coding Competition. Hoping to change this traditional thought, we decided to join the competition and started our first game coding.

Our game “Theory of Hope ~ Careers & Strategy Guides~” aims to enhance player’s understanding and interest in STEM and encourage more female students to get involved in the STEM industry. The main goal of this game is to defeat all the monsters at different stages. Various career elements can be found in each stage so as to let players gain the required skills of different jobs. Most importantly, this game has introduced some new jobs in STEM disciplines, such as Network Security Officers and Gas engineers. Furthermore, strategy guides of the game were designed to arouse students’ interest in understanding the STEM careers.

To find inspirations from the STEM industry, we were invited to visit the Towngas Company in North Point and had a great opportunity to meet some female engineers. After grasping some innovative ideas, we started creating our game by using Scratch. Not only have we coded the program and designed various scenes, but also we have drawn the main characters and monsters by ourselves.

Honestly speaking, we did not have much confidence in our work at first. With the guidance of Mr Fong, we worked together to improve our game. We were honored to have the chance to present our game to the judges in the final round at the Hong Kong Institute of Vocational Education (Tsing Yi). Then we were very pleased to receive the prize of “The Innovative and Creative STEM Award” and present our game to Mr. Sit Wing Hang, Alfred, JP, Director of Electrical & Mechanical Services, during the exhibition on the STEM Education Day 2019, which was organized by the STEM Education Centre.

During this competition, we have learnt that team spirit is the most important element for a team to accomplish a mission as it can motivate us to work and achieve our goals. Before taking part in this competition, we had never thought about creating a game. We were surprised and pleased with the final result. Moreover, not only have we learnt about coding a game, but also we have enhanced our communication skills as we were asked to present our game to the judges and guests. Besides, we have broadened our horizons through observing the games created by others schools. This was really a valuable experience and we feel motivated to put more effort in taking part in STEM activities in the future.



Students presented the game to Mr. Sit Wing Hang, Alfred, JP, Director of Electrical & Mechanical Services, during the exhibition on the STEM Education Day 2019.



Students won the prize of "The Innovative and Creative STEM Award" in the STEM Challenge CUP 2018.