

Core Skills Analysis

Technology & Game Design

- Learned fundamentals of game modding using Unreal Engine, including how to manipulate game assets and implement new features.
- Developed problem-solving skills by troubleshooting and customizing game elements in a real game environment.
- Gained hands-on experience collaborating and communicating within an online community of modders on the Hello Neighbour Discord server.
- Practiced digital communication etiquette and teamwork by interacting with peers and possibly sharing progress or seeking help.

Digital Literacy & Online Collaboration

- Explored the dynamics of online communities related to shared interests in gaming and modding.
- Enhanced digital communication skills by engaging with others in a Discord server environment.
- Learned to navigate collaborative tools and social platforms safely and effectively.
- Understood the value of peer feedback and community support in creative development projects.

Tips

To deepen Riley's understanding and skills, encourage exploring game design theory through sketching new level ideas or storylines before implementing mods. Suggest documenting the modding process in a blog or video journal, helping refine both technical and communication skills. Organize small collaborative projects with peers from the Discord server to build team project experience, emphasizing roles, deadlines, and peer review. Additionally, exploring coding or scripting tutorials related to Unreal Engine will enhance problem-solving capabilities and open up more advanced modding possibilities.

Book Recommendations

- [Game Development Essentials: An Introduction](#) by Jeannie Novak: A comprehensive introduction to the concepts and practical skills required for game design and development.
- [Digital Citizenship in Schools: Nine Elements All Students Should Know](#) by Mike Ribble: An insightful guide into online communication, ethics, and collaboration—perfect for understanding safe and effective digital interactions.
- [Unreal Engine 4 Game Development Essentials](#) by Satheesh PV: A detailed manual for beginners to learn game creation processes within the Unreal Engine environment.

Learning Standards

- ACTDIP041 - Implement digital solutions by modifying or creating simple programs, such as game mods in Unreal Engine.
- ACTDIP042 - Plan, create, and communicate ideas and information collaboratively online and through digital environments like Discord.
- ACTDIP034 - Investigate the role of hardware and software in contemporary digital systems, specifically game engines and modding tools.
- ACTDIP043 - Apply safe and ethical practices in digital environments during online collaboration.

Try This Next

- Create a step-by-step modding tutorial worksheet detailing the process Riley followed to build the Hello Neighbour mod.
- Design a quiz with questions about the key features of Unreal Engine and basic game design principles used in the project.

Growth Beyond Academics

This activity likely fostered Riley's confidence and independence by enabling creative ownership of a game mod. Interaction in the Discord community may have promoted social skills such as collaboration, patience, and constructive feedback, while also nurturing curiosity and motivation through shared interests.