

VGCUSA PRESENTS

Gaming Clubs and STEAM Education

Promoting Social Emotional Learning
Through the Design Thinking Process

STEAM



EDUCATION



By Josh Bound

INTRODUCTION

Gaming Clubs Are Awesome



My name is Josh Bound and in 2015, with the help of students and colleagues, I began organizing my very first Video Game Club. In the twenty years I have spent in a classroom, I have never done anything more important than connecting students through my VGC. This book is designed to help educators connect students by organizing community STEAM based projects using the “Design Thinking” method. As your students become socially active members of society, useful Social Emotional Learning opportunities will emerge and help foster relationships throughout the classroom. We hope you enjoy. GLHF!

CHAPTER 1

Design Thinking. SEL. Society?



As a mentor of a gaming club you have a wonderful opportunity to positively impact your community. By providing a safe space for students to gather, you have gained the ability to focus their efforts for good. Challenge your students to help change stereotypes of gamers by becoming valuable members of society through philanthropic works! This chapter is designed to help you empower your students to practice social emotional skills, while designing and running real world events, that impact your community! **#BeTheChange**

Connect the Dots

By challenging your membership to take up a cause you will not only promote real world social emotional skills, but you will also be sharpening their minds with the Design Thinking process through STEAM based philanthropic outreach.

Gaming Based STEAM Topics:

The method of delivery for your club's social outreach. What will be created, taught, or encouraged?

Design Thinking Process: The manner in which your club identifies and connects with society. How things will get done? Who will do them? Etc.

Social Emotional Learning: The happy side effect of people working with one another as they push to finish the work.



One Example Explained

Purpose: Students were raising money for a local club in need.

STEAM Inspired: They retro fitted a 1984 Coffee Table gaming cabinet to be played with MAME games from a Raspberry Pi.

Design Thinking in Action: The students researched, planned, and developed the project to completion. "Black Betty" as the machine was known, raised over \$1500 for the charity.

STEAM Based

STEAM officially stands for a Science, Technology, Engineering, Art, and Math based process for educating students for the world of tomorrow.

As you build your gaming club and challenge them to become socially aware and active citizens, STEAM based approaches provide a treasure trove of opportunities for your students to make an impact on your community.

This book is designed to help you wrap your head around various gaming inspired projects which have a STEAM foundation and promote Social Emotional Learning through the Design Thinking process.

Chapter Two is devoted to explaining eight different gaming inspired projects, which are listed below. Enjoy!

Section 1: Build a Retro Gaming Arcade for Charity

Section 2: Setting Up a Discord Server for the Club

Section 3: Streaming for Charity Through Twitch

Section 4: Host a Gaming Camp for Kids

Section 5: Build a Gaming PC for a Student or Charity

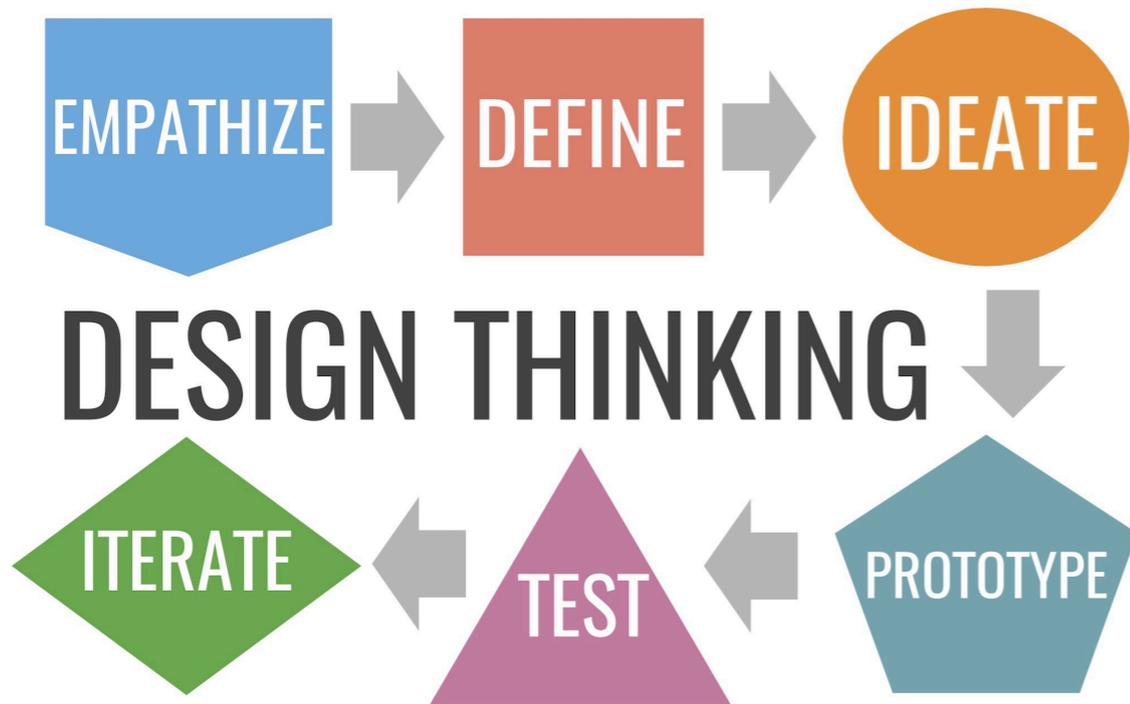
Section 6: Create Music as a Super Group

Section 7: Run an Event or Gaming Convention

Section 8: Establish a Youtube Channel

#RethinkGaming #STEAMedu

Design Thinking



To truly promote involvement in your gaming club to be a productive member of society, talking about social emotional learning is not enough. Challenge your students to identify a need in the community, actively plan for and provide solutions by utilizing the design thinking process. By encouraging student involvement in society through gaming clubs,

you will be providing amazing opportunities to practice real-world social emotional skills, in a safe and nurturing manner.

The Design Thinking process is simply a map for students to follow as they work towards making an impact on our incredible universe.

Design Thinking in Steps

Step 1: Empathize

Who or what can you help as a group? Encourage students to discuss points openly and allow for opinions to be shared.

Step 2: Define

Have your members brainstorm a list of charities, people, or projects they feel need to be addressed. Pair down your list in order to identify an agreed upon cause.



Students planned and executed a flawless fundraising night of Mario Kart at their local Buffalo Wild Wings. #RedTurtleShell #Wings

Step 3: Ideate

This is where you begin developing your plan of action. What can you and your group actually do? Who can you call on to help your group? Have your students identify the groups strengths and begin to develop an approach.

Step 4: Prototype

Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations. During this stage your student will experience both leading and following as they work towards a common goal.

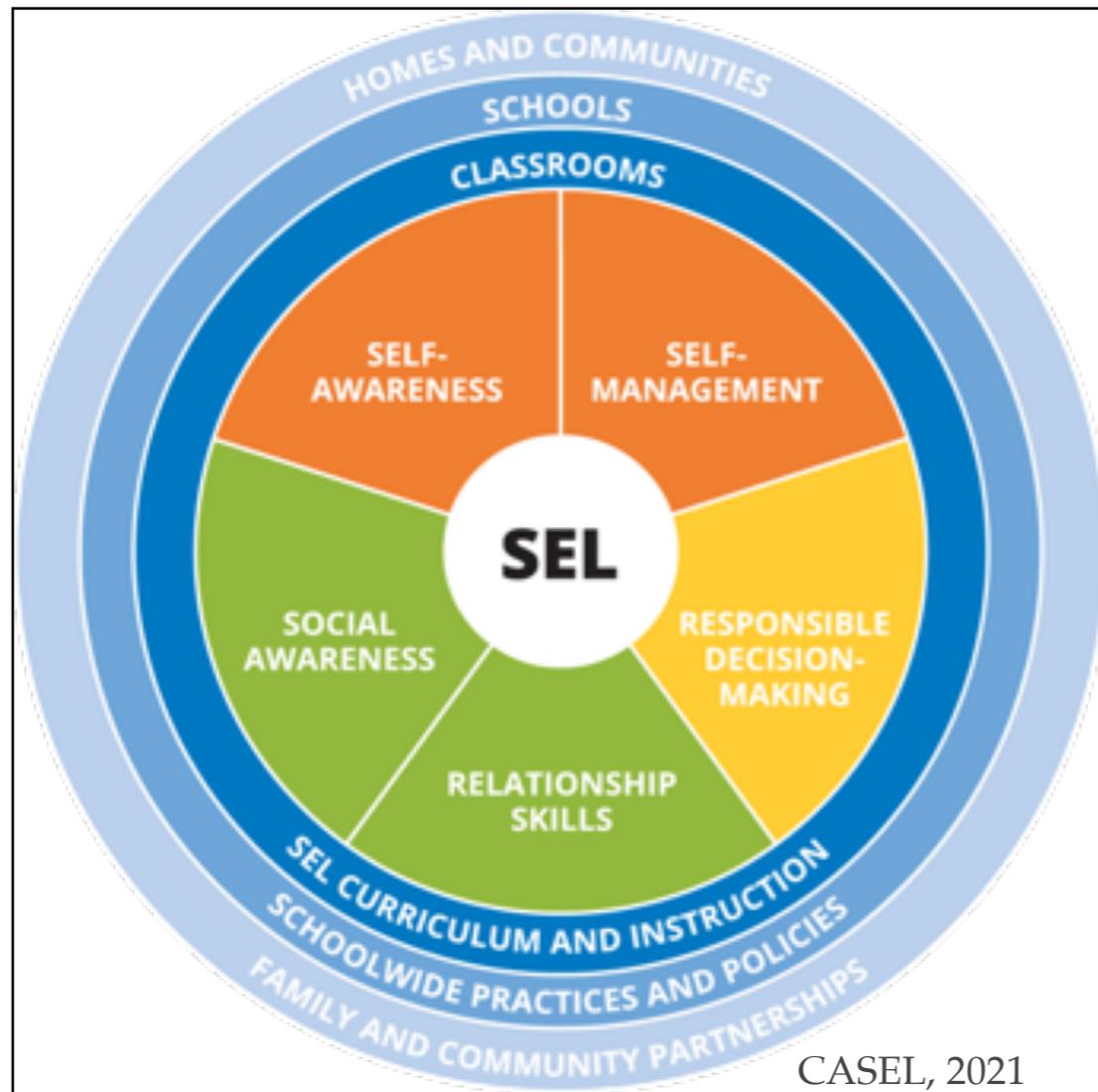
Step 5: Test

The fun part! Actually being a part of something bigger than themselves. Enjoy the moment and take lots of pictures as your students establish themselves as contributing members of society.

Step 6: Iterate

Reflect on the project, assess your community of impact and build for the next run!

CASEL 5 CORE



One of our goals at the Video Game Clubs of America is to provide safe spaces for kids to break down social stereotypes and see one another beyond the stereotypes. Gaming is, and always will be,

the best method for students to meet one another on a first name basis, share a common experience, and develop life long relationships.

The Collaborative for Academic, Social, and Emotional Learning ([CASEL](#)) has been championing SEL education since 1994. By combining CASEL's 5 Core Competencies of Social Emotional Learning with STEAM based gaming inspired philanthropic works, we have the opportunity to forever change gamer stereotypes and truly impact society!



High school students run a "Minecraft Camp" for elementary school kids in 2018. STEAM+Design Thinking = SEL Awesome

CASEL 5 CORE EXAMPLES

Self Awareness Examples

- Integrating personal and social identities
- Identifying personal, cultural, and linguistic assets
- Identifying one's emotions
- Demonstrating honesty and integrity
- Linking feelings, values, and thoughts
- Examining prejudices and biases
- Experiencing self-efficacy
- Having a growth mindset
- Developing interests and a sense of purpose

Self Management Examples

- Managing one's emotions
- Identifying and using stress management strategies
- Exhibiting self-discipline and self-motivation
- Setting personal and collective goals
- Using planning and organizational skills
- Showing the courage to take initiative
- Demonstrating personal and collective agency

Social Awareness Examples

- Taking others' perspectives
- Recognizing strengths in others
- Demonstrating empathy and compassion
- Showing concern for the feelings of others
- Understanding and expressing gratitude
- Identifying diverse social norms, including unjust ones
- Recognizing situational demands and opportunities
- Understanding the influences of organizations and systems on behavior

CASEL 5 CORE EXAMPLES

Responsible Decision Making Examples

- Demonstrating curiosity and open-mindedness
- Learning how to make a reasoned judgment after analyzing information, data, and facts
- Identifying solutions for personal and social problems
- Anticipating and evaluating the consequences of one's actions
- Recognizing how critical thinking skills are useful both inside and outside of school
- Reflecting on one's role to promote personal, family, and community well-being
- Evaluating personal, interpersonal, community, and institutional impacts

Relationship Skills Examples

- Communicating effectively
- Developing positive relationships
- Demonstrating cultural competency
- Practicing teamwork and collaborative problem-solving
- Resolving conflicts constructively
- Resisting negative social pressure
- Showing leadership in groups
- Seeking or offering support and help when needed
- Standing up for the rights of others

#BeTheChange

Be a mentor to your students and let them learn by doing something awesome for your community!

A Step By Step Approach

Step 1: Challenge your students to #BeTheChange

Step 2: Explain and use the *Design Thinking Process* to get your students to identify an area of need in your community which can be met using STEAM inspired system of delivery.

Step 3: Guide your group and provide support as a needed. #GuideOnTheSide

Step 4: Enjoy being a mentor and take pictures to show off your students work!



These are the students of the Video Game Club at the Career Magnet School in Chambersburg, PA. Officially VGCUSA's first club.

Chapter Two outlines eight examples of STEAM based projects which have been successfully implemented by students. Please use them or at the bare minimum be inspired by them. **Good luck and have fun.**

CHAPTER 2

8 Real World Examples



The Career Magnet School VGC in 2019

This chapter is devoted to explaining 9 STEAM based projects which connect students with their community. By encouraging students to become socially active citizens and stake their place in society, you are allowing for true social emotional learning through the design based thinking process. It is our hope that these examples serve as jumping off point for your club. Take that step and challenge your students to make a small dent on this colossal universe. #MentorsRock

Build a Retro Gaming Machine



The Idea

When you research retro gaming machine you will find a treasure trove of links and example of DIY minded people flashing back in time through Galaga, Tetris, and Street Fighter. Have your kids plan, plot, and collect needed materials like old televisions and begin discussing the process on what exactly you intend on building.

Community of Impact Ideas

- Keep the machine and let your students connect one game at a time.
- Raffle your machine off and donate the money to a charity of your choosing.
- Make your machine mobile and take it to events like the Special Olympics or a Buffalo Wild Wings night.

The Process

Step 1: Empathize

Build a Retro Gaming Machine for Charity.

Step 2: Define

- Is your machine going to be a self contained stand up arcade cabinet or will you build a miniature, highly mobile plug and play system?
- What can your students successfully build in the given amount of time?
- Will you raffle off the build or simply donate it to a cause?

Step 3: Ideate

- What does your Gaming Machine look like in the end? Have students propose possible designs here.
- Which students have the ability to help?
- How might you find the resources required to complete your task?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.
- Collect needed materials and as a group begin building a prototype unit.

Step 5: Test

- Expect to problem solve! Buttons will fail to fire, electrical gremlins will make themselves known, and students will demonstrate critical thinking and social emotional skills galore!
- Nothing worth doing has ever been easy.

Step 6: Iterate

- Reflect as a group! Enjoy your successes and celebrate your failures by donating the finished project to charity or raising money for the predetermined cause.

STEAM Examples

Science:

- Identifying materials to use for the build

Technology:

- Fabricating and collecting parts for the build

Engineering:

- Actually building the machine

Art:

- Designing the art for the side of the machine

Math:

- Formulating a plan to raise money from your efforts and analysis of the costs involved

Materials Needed

- Raspberry Pi (A, A+, B, B+, Zero, 2, 3, 4)
- 5V 2.5A Power supply
- 8GB Micro SD Card Minimum
- HDMI or RCA 4 Pole Cables
- Gamepads and / or Keyboard
- Ethernet or Wifi dongle (built in on the pi 3)
- Raspberry Pi Case (optional but recommended)
- Micro SD Card Reader

CASEL 5 Core Competencies

Developing Interests and a Sense of Purpose

- Through streaming students will find themselves and establish their comfort zones.

Setting Personal and Collective Goals

- By working with the group to attain a mission of awareness or fundraising support.

Online Resources

[Build Your Own RetroPie Machine](#)

[RetroPie for Beginners](#)

[3D Print a Case for RetroPie](#)

Discord for the Win



The Idea

Discord is an application which was designed to allow voice communication amongst players, while playing games that do not have a voice chat. When you apply Discord to your club, you will be providing your students a manner in which to connect with one another before, during or after school anywhere their mobile device goes. When used properly Discord is a wonderful

example of how technology can teach STEAM and SEL to young people.

Community of Impact Ideas

- Student clubs or organizations
- Academic classes
- After school programs

The Design Thinking Process

Step 1: Empathize

Build a Discord server to connect kids.

Step 2: Define

- Who will we be connecting with an effective Discord server?
- What is the overall purpose for the server?

Step 3: Ideate

- What will the server's avatar look like?
- How many channels will we need to connect our student population?
- What are the agreed upon rulesets members need to abide by?
- How might we handle negative comments or bullying if it occurs?
- How many voice and text channels will be needed?
- Should we utilize a "Bot" to control the server?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.
- Collect needed materials and as a group begin building a prototype unit.

Step 5: Test

- Expect to problem solve! Students may need help accessing the server, for example, and students will demonstrate critical thinking and social emotional skills galore!
- Nothing worth doing has ever been easy.

Step 6: Iterate

- Reflect as a group! Enjoy your successes and celebrate your failures by donating the finished project to charity or raising money for the predetermined cause.

STEAM Examples

Science:

- Setting up the Discord Server and establishing roles

Technology:

- Maintaining the server over time as a Moderator

Engineering:

- Designing an effective Discord server for ease of use

Art:

- Designing the servers avatar and invites.

Math:

- Analyzing the effectiveness of the server itself through collected data.

CASEL 5 Core Competencies

Experiencing Self Efficacy

- Discord as it is being used promotes speaking for ones self.

Taking Leadership in Groups

- As students plan a course of action leaders are needed.

Taking Other's Perspectives

- As students discuss through text.

Materials Needed

- Internet
- Computer, Tablet, or Mobile Device
- Discord App

Online Resources

[Discord Homepage](#)

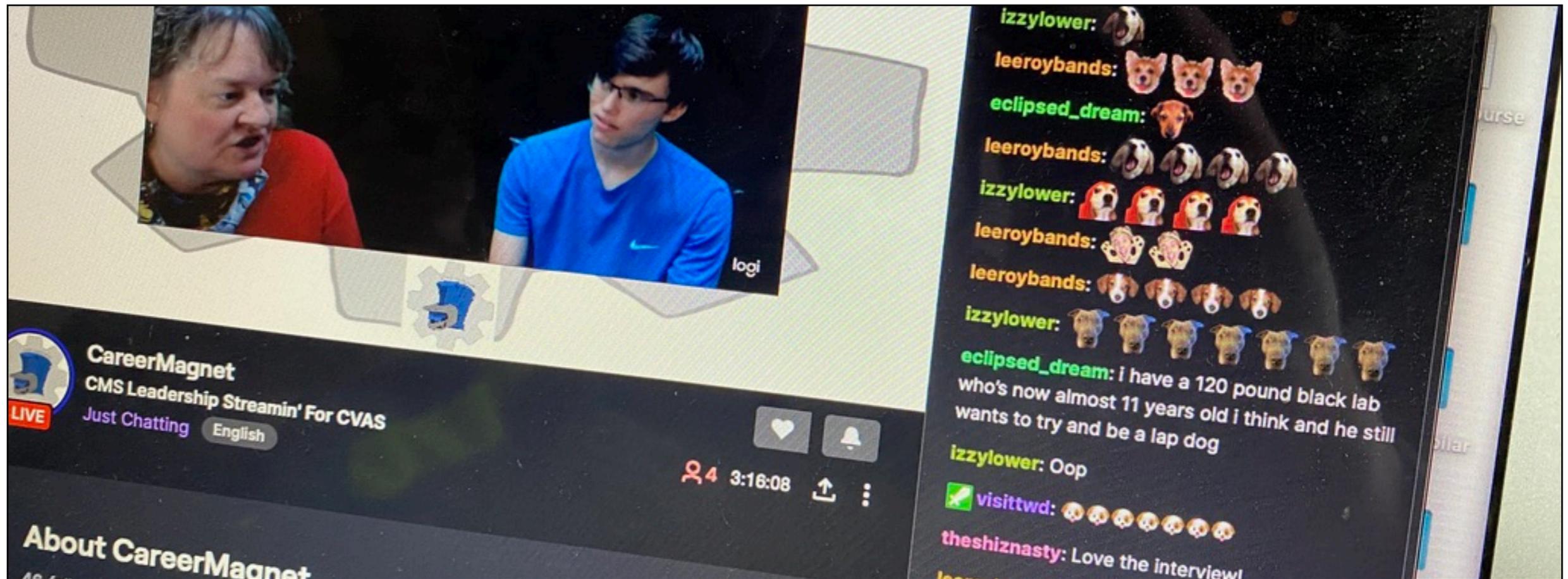
[Discord Safety](#)

[Discord Bots with Top.gg](#)

[Discord Community for Developers](#)

[How to Create and Manage a Discord Server](#)

Streaming for Charity



The Idea

Streaming for charity through Twitch or other online hosts is a great way to connect multiple levels of students with varying abilities. Tech kids will love the setting up, art students will love the overlay design, and talkative students will have their moment to shine on camera for the entire world to witness.

Community of Impact Ideas

- Students running the stream will come away with technical skills.
- The group's online presence will grow.
- Awareness of the chosen charities mission and plight will expand both online and in real life.
- Donations collected provide resources for the charity.

The Design Thinking Process

Step 1: Empathize

Host a streaming event for charity.

Step 2: Define

- How long will our stream run?
- What platform will we stream on?
- How many people will be involved?
- Who will benefit from your stream?
- Which computer setup will you use?

Step 3: Ideate

- What sorts of games and events will you host on your stream?
- How will you raise and collect money for your charity? Donations?
- Who in your group has the knowhow to setup a streaming feed?
- How will you get the word out about your efforts?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.
- Setup the stream on your chosen computer and run through a test run before the big day.

Step 5: Test

- Expect to problem solve! The mic will be muted, electrical gremlins will make themselves known, and students will demonstrate critical thinking and social emotional skills galore!
- Nothing worth doing has ever been easy.

Step 6: Iterate

- Reflect as a group! Enjoy your successes and celebrate your failures by donating the monies raised to charity for the predetermined cause.

STEAM Examples

Science:

- Programming skills will come in handy when problem solving computer related issues

Technology:

- Setting up the computers for the stream

Engineering:

- Controlling the manner in which your stream is heard

Art:

- Designing Overlays and advertisements for the event.

Math:

- Formulating and calculating costs and profits collected from your efforts

CASEL 5 Core Competencies

Experiencing Self Efficacy

- Twitch provides an easier way to make your name known in the online space.

Taking Leadership in Groups

- As students plan a course of action leaders are needed.

Materials Needed

- Computer
- Internet Connection, (LAN or WiFi)
- Streaming Account (YouTube or Twitch)
- Camera
- Microphone
- Monitors
- Streaming Platform (OBS, SLOBS, or Twitch)
- Personalities for the Stream
- Various Props

Online Resources

[Stream Labs OBS Beginner](#)

[9 Live Streaming Tips](#)

[Twitch](#)

[Twitch Quickstart Guide](#)

Host a Gaming Camp



The Idea

Have your club organize a gaming camp centered around a popular game being played. No matter if it is Minecraft, Fortnite, or Among Us parents will register their children to learn from your students. Depending on how large of a camp you run, students will be needed to lesson plan organize logistics to achieve their objectives.

Community of Impact Ideas

- The campers will become familiar with fellow gamers and establish relationships.
- The counselors will expand practice needed social skills centered around leadership and more important patience.
- The parents will see gaming beyond than the stereotype.

The Design Thinking Process

Step 1: Empathize

Host a gaming camp for local youth.

Step 2: Define

- Which game are you able to teach to younger players?
- What is the process to register players?
- When and where will your camp take place?

Step 3: Ideate

- How do you plan on getting the word out about your camp?
- What information do you need to know about your players at registration?
- What will you call your camp?
- How many student leaders and players can you effectively tutor in your given space?
- What about food?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.
- Help your student leaders out by practicing how to interact with younger players.

Step 5: Test

- The fun part! Enjoy the moment with your campers and expect questions. Work as a team to best explain the chosen game. Enjoy practicing critical thinking and social emotional skills galore!
- Nothing worth doing has ever been easy.

Step 6: Iterate

- Reflect as a group! Enjoy your successes and celebrate your failures by sharing stories amongst the group. What was your favorite moment?

STEAM Examples

Science:

- Depending on the game you choose to teach, programming skills may come in handy.

Technology:

- Setting up of the computers or organizing games

Engineering:

- Designing a flow to the game you choose to teach

Art:

- Designing advertisements for the event.

Math:

- Formulating and calculating costs and profits collected

CASEL 5 Core Competencies

Developing Positive Relationships

- When teaching students positive relationships will develop over time.

Taking Leadership in Groups

- As students plan a course of action leaders are needed.

Having a Growth Mindset

- Not all who play possess the same abilities

Materials Needed

- Computers
- Board Games if Appropriate
- Internet Connection
- Minecraft (For Minecraft Camp)
- Students to Staff the Camp
- Camp Shirts
- Access to the Games

Online Resources

[How to Start a Minecraft Server](#)

[Managing a Server](#)

[Starting a Camp](#)

Build a Gaming PC



The Idea

Building a gaming PC is simply STEAM at its core. The personal computer is a mystery to most who use them, so by building a PC as a group it is often times less intimidating. Your students will learn why it is important to be “grounded” in the literal sense, and become empowered to be brave while trying new things.

Community of Impact Ideas

- The students and adults you involve in this build will walk away with an immense amount of knowledge and trouble shooting abilities.
- Local professionals can be brought in to help guide the students thereby establishing relationships between school and community

The Design Thinking Process

Step 1: Empathize

Build a Gaming PC for charity.

Step 2: Define

- What is the goal of this PC build?
- What can your students successfully build in the given amount of time?
- Will you raffle off the build or simply donate it to a student or organization?

Step 3: Ideate

- What will your Gaming PC look like in the end? Have students propose possible designs here.
- Which students have the ability to help?
- How might you find the resources required to complete your task?
- Do you collect spare parts from people or purchase new?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.
- Collect needed materials and as a group begin building a Gaming PC.

Step 5: Test

- Expect to problem solve! If the PC does not run on practice your critical thinking skills and work as a team to bring the machine to life.
- Nothing worth doing has ever been easy.

Step 6: Iterate

- Reflect as a group! Enjoy your successes and celebrate your failures by donating the finished project to charity or by delivering it to a student in need.

STEAM Examples

Science:

- Programming skills will come in handy when problem solving computer related issues

Technology:

- Plotting the parts needed to complete the build

Engineering:

- Actually building the PC

Art:

- Designing advertisements to help raise funds.

Math:

- Formulating and calculating costs needed to be acquired for the build

CASEL 5 Core Competencies

Taking Leadership in Groups

- As the parts arrive and the build progresses people will need someone to step up

Communicating Effectively

- PC builds need people to plan and organize other students to action

Materials Needed

- Case
- Motherboard
- Central Processing Unit (CPU) with Thermal Paste
- Dedicated CPU Cooler
- Graphics Card (GPU)
- Power Supply
- RAM
- Hard Drive or Solid State Drive
- Fans for Case
- Monitor
- Operating System (Windows, Linux, Mac OS)
- Keyboard
- Mouse
- Screwdriver Kit
- Cable Ties

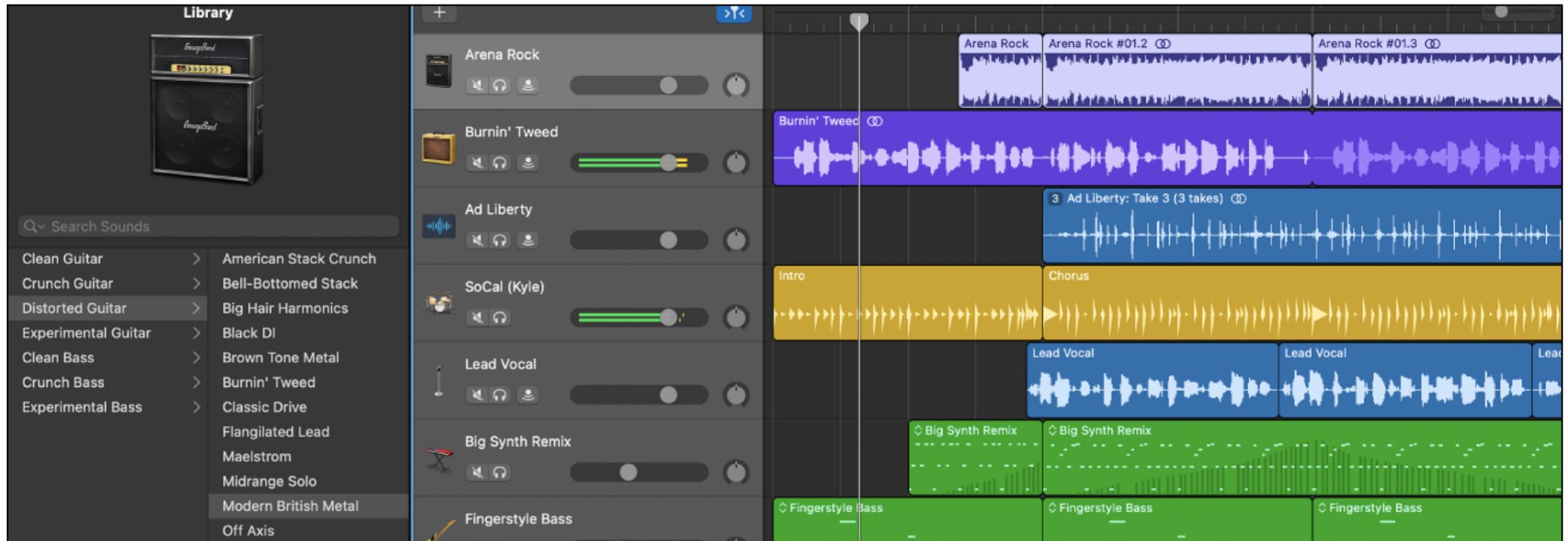
Online Resources

[Budget Build Guide](#)

[10 Tips for Building a Gaming PC](#)

[PC Parts Picker](#)

Create an Anthem



Apple's GarageBand, 2022

The Idea

Connect your students by challenging them to see with their ears. Have your group create an original anthem for your club or organization. Applications like GarageBand, BandLab, and Beat Maker Go make making music easier done than said. Your students will dive deep into the world of the audio engineer as they work to hype up your club.

Community of Impact Ideas

- Students will connect rhythmically with one another and take pride in producing work as a group
- The club benefits as it can now enter any room to custom entrance music.
- Introverted students can demonstrate skills previously not possible to show off.

The Design Thinking Process

Step 1: Empathize

Record an anthem for your gaming club.

Step 2: Define

- How might a song define your club?
- What sort of sound are you wanting from this anthem?
- Is the anthem going to be sung or hummed along to?
- How long of a track are you looking to make?

Step 3: Ideate

- Who in your club is willing to sing or lay down beats for the track?
- How might students actually record the beat for the anthem?
- What is the subject and format of your most epic anthem?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.

Step 5: Test

- The fun part! Lay down the music and enjoy the moment. Be silly! Be Awesome! Channel your inner Adele. Record and re-record as needed. You are not done until it is your jam!

Step 6: Iterate

- Reflect as a group! Enjoy your successes and celebrate your failures by endlessly playing the anthem aloud for all to hear! Now begin to write the remix!

STEAM Examples

Science:

- Understanding the nuances of sound and pitch

Technology:

- Deciding which system will be best used to complete that perfect sound

Engineering:

- Audio engineers will thrive in this project

Art:

- Singing and vocalizing your anthem

Math:

- Beats and Rhymes are pattern based

CASEL 5 Core Competencies

Experiencing Self Efficacy

- Taking part in what the anthem sounds like is an important step towards self

Demonstrating Cultural Competency

- Being in touch with the students, staff, and community this anthem represents might be the most important skill you can encourage.

Materials Needed

- Computer, Tablet, or mobile Device
- Headphones
- Downloaded Audio Software
- Whiteboard or Scratch Paper
- Group of Willing Students

Online Resources

[GarageBand Support](#)

[Audacity Recording Software](#)

[Ardour Recording Studio](#)

[Tracktion Studio](#)

[4 Chords of Awesome :\)](#)

Host a Gaming Event



The Idea

Have your students host a gaming inspired event! The members of your organization will be challenged to plan the party, setup the decorations, and invite the guests. What is amazing is that when you host an event levels on levels of STEAM exist. This project can make students design logos, setup computers, or simply organize time schedules. #EveryoneGames

Community of Impact Ideas

- By hosting an event individual groups in society will collide and share a common experience.
- Local businesses might connect with new sections of the community.
- Participants will benefit as social skills will be practiced and knowledge gained.
- Students will gain valuable leadership experience.

The Design Thinking Process

Step 1: Empathize

Host a Gaming Convention or Event!

Step 2: Define

- What is the focus of your event? Is it anime, retro games, tabletop games, or music?
- When and where can you host the event?
- Are you raising funds for people or a charity?

Step 3: Ideate

- Which students have the ability to help set up and run the event?
- How might you find the resources required to complete your task?
- What sort of sponsors might you bring into your event for funding?
- How many people do you think will attend?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.
- Collect needed materials and as a group plan the event.

Step 5: Test

- Nothing runs perfectly smooth! Expect to have to solve problems on the fly and get ready to practice your social emotional skills. Limit the problems and enjoy the ride as nothing worth doing has ever been easy.

Step 6: Iterate

- Reflect as a group! Enjoy your successes and celebrate your failures by donating the finished project to charity or raising money for the predetermined cause.

STEAM Examples

Science:

- Demonstrating an understanding for how the chosen event can progress through hypothesis discussion

Technology:

- Organizing the materials needed to host your event

Engineering:

- Building a stage for your event or other similar platforms

Art:

- Designing tee shirts, logos, and advertisements for the event.

Math:

- Analysis of the impact of your event on the community

CASEL 5 Core Competencies

Examining Prejudices and Bias

- Depending on your event simply drawing attention to an issue is important

Taking Leadership in Groups

- As students plan a course of action leaders are needed.

Materials Needed

- A Location
- Groups of People to Staff the Event
- Identified Purpose or Charity
- Food Supply
- Gaming Consoles
- Tabletop Games
- Invited Panelists
- Security
- Advertisements
- Sponsors

Online Resources

[Everyone Games PA](#)

[Music And Gaming Festival](#)

[Penny Arcade Expo](#)

[Groop Tips on Planning](#)

Establish a YouTube Channel



The Idea

Connect your students by challenging them to see with their ears. Have your group create an original anthem for your club or organization. Applications like GarageBand, BandLab, and Beat Maker Go make making music easier done than said. Your students will dive deep into the world of the audio engineer as they work to hype up your club.

Community of Impact Ideas

- Students will connect rhythmically with one another and take pride in producing work as a group
- The club benefits as it can now enter any room to custom entrance music.
- Introverted students can demonstrate skills previously not possible to show off.

The Design Thinking Process

Step 1: Empathize

Establish and Maintain a School Youtube Channel

Step 2: Define

- What sorts of videos would you want to host on your school Youtube Channel?
- How often will you post videos?
- Are students allowed to be content creators or is the focus on club and academics only?

Step 3: Ideate

- What will you name your channel?
- Who will design the art for the banners and such?
- Which students might shoot videos for your channel?
- How do you plan on maintaining your channel over time?

Step 4: Prototype

- Lock down your idea and allow your students to set roles and responsibilities as the group lays out a definitive plan of action, complete with date, time, and expectations.
- Get online and begin building your school's brand.

Step 5: Test

- Shoot and upload content to your Youtube Channel. Be sure that the content meets your standards and will not shine a poor light on your school!
- Don't be afraid of being proud of your building! You got this!

Step 6: Iterate

- Reflect as a group by getting feedback from your student population. Respond to comments as needed and look to post the next hot fire video!

STEAM Examples

Science:

- Organizing the channel with a keen mind on the impact it is having on the whole

Technology:

- Setting up and maintaining the channel

Engineering:

- Shooting, editing, and recording videos to be posted

Art:

- Acting and performing in the created content.

Math:

- Formulating and calculating costs and profits collected from your efforts and analysis of viewer data.

CASEL 5 Core Competencies

Recognizing Situational Demands and Opportunities

- Give the people what they want and need as you build your club's channel

Communicating Effectively

- A solid plan of action needs effective communication

Taking Leadership in Groups

- As students plan a course of action leaders are needed.

Materials Needed

- Computer
- YouTube Channel
- Internet Access
- Camera
- Microphone
- Students Willing to be Talent
- Editing Software
- Music Creation Software
- Lighting (Depends on Circumstance)

Online Resources

[YouTube Creator Basics](#)

[YouTube Tips for Success](#)

[YouTube Content Creators](#)

[Canva for YouTube](#)

CHAPTER 3

Contributors and Contacts



We would like to thank everyone who inspired the creation of this book. It has always been our intention to help educators visualize gaming as an important social emotional tool and we hope that you and your students have as much fun hanging out as they do playing. If you have questions about connecting SEL, the design thinking process and getting your kids socially active, please drop us a line.

Contributors

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Countless numbers of educators, parents, and businesses have made the mission of VGCUSA attainable. If you would like to donate your time or energy to our cause, please visit our members page and get in touch.

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The Hashtags
#EveryoneGames
#RethinkGaming

