

# dominKnow Flow Games Development Workshop

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## *Instructor-led Training Class*

### **Class Overview**

The dominKnow Flow Gaming and Programming Concepts is a virtual, instructor-led training class that focuses on the advanced uses of objects, actions, variables, and conditions to create sophisticated game-like learning activities. Through hands-on exercises you will experience best practices that apply to real projects right away.

### **Schedule**

2 half-day sessions

15 minute break

*Attendees should log in 15 minutes before class begins.*

### **Class Prerequisites**

- You must have access to their own seat in dominKnow Flow
- You must have fundamental working experience with dominKnow Flow
- You must have proficiency using a Web browser

### **Class Preparation**

- You will need to download and unzip the provided class files. Contact your training coordinator for access to the files.
- A secondary monitor is recommended: one on which to view the instructor, one on which to do the hand-on activities.

### **About the Instructor**

Eddie Javor has developed hundreds of e-learning modules and game-like learning activities and has served as an instructor in numerous classes for more than 8 years. Having earned his bachelor's in graphic design at the University of Georgia, Mr. Javor has studied graphical user interface design and the progressing trends of contemporary web design. To the classroom, Mr. Javor brings real world experiences, best practices, and applications in e-learning.

### **Outline**

- Programming and gaming foundational concepts and best practices
- Basics of actions, variables, and conditions in dominKnow Flow
- Interactive game dissection and analysis
- Develop an interactive game in dominKnow Flow
- Develop an interactive game in dominKnow Flow, continued
- Analyze game design prototypes