game @ VU – developing a masterclass for high-school students using the Half-life 2 SDK

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Abstract. In this paper, we will describe our experiences with developing a masterclass game development for 14-16 year old high-school students at the Vrije Universiteit, Amsterdam. For the masterclass, we developed a game using the Half-life 2 SDK, called *VU-life 2*, for which we created a realistic level covering part of the faculties premisses, as well as a simple assignment (of a non-violent nature) that the high school students had to complete before developing their own (variation on a) game level. Our experiences indicate that the moderately complex task of developing a game level using the Half-life 2 SDK is feasible, provided that the instructions and assignments are sufficiently well-focused.

keywords: game development, Half-life 2 SDK, education.