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## User guide for *Roblox*

<https://roblox.en.softonic.com>

### **UPSKILLS Domain Cluster:**

- Research-oriented
- Technical
- Transversal

### **Target Audience:**

Undergraduate students taking linguistics & language-related courses

### **Requirements:**

No specific requirements

### **Gaming Experience:**

Low-Intermediate

### **Skills Targeted:**

- Ability to review a problem, identify a solution and foresee opportunities
- Ability to work with scripting & basic game design
- Communication skills
- Planning skills
- Problem-solving skills
- Independent learning

### **Learning Outcomes:**

Upon completion of game play, the students are expected to:

- Demonstrate skills in designing and scripting for a basic game
- Demonstrate an ability to learn independently and efficiently making use of online communities and additional resources to achieve increased mastery of the game
- Communicate effectively with others to play and/or create games
- Use logic to solve in-game puzzles
- Employ creative skills to design new games
- Use strategic thinking to create new game settings and scenarios

### **Introduction (for academics & lecturers):**

There are two ways that students can play this game. One way in which this game can be exploited is through free play. The free Roblox game is available for Windows and Android and offers a platform of different games which students are free to choose from. Students can choose to play the genres which they prefer, using creativity, strategy and game-playing skills to complete the mini-games chosen. One way in which lecturers can work with this is to let students choose their own game, and ask them to play the game in groups of 2 or 3. The students are asked to assign each other roles whilst playing, and to discuss ways of play which they have agreed on. In this way, you would be potentially exploiting the development of communication skills, as students play games together. Such skills would also include effective planning and management of team efforts. In this case, it is also important to let students choose the games they want to play themselves. In this way they would be encouraged to follow independent learning.

The second way in which this game can be exploited is by having students download Roblox Studio, and encourage students to work in groups and through scripting create their own games. There are a number of online tutorials and game design videos on YouTube that can help students get started with scripting and designing.

The students can be given 4-5 weeks to come up with their own game design, scripting objects and working to insert some form of action. The game which they produce will be played by other teams and teams/groups will give feedback to each other. Throughout the period of game design, students can have small group discussion sessions to discuss the challenges they are finding, and the game which they are in the process of designing with their tutor and colleagues. It is ideal if the students find some time to attend some game design tutorials. It has to be said that this is not a game design course and it is not the aim to produce game designers. The main objective is that of enhancing the students' confidence in the use of technology-driven platforms, that make use of scripting processes as this has an impact on skills related to programming. Therefore, the final aim should not be in the final game product itself, but rather on the communicative and creative process involved in its development.

### **Pre-Game Briefing:**

Roblox is played in two distinct ways. You can choose to pursue either way or both, depending on your curriculum and proposed course learning outcome.

#### *#1 Game play to support logic, communication & team work*

You are asked to download Roblox and install it. You will be asked to sign up and create a login for your account. Roblox is free to download on Windows PC and Android as well as Apple iOS (iPhone and iPad).

Roblox is a platform which offers a broad range of games of varying genres. You are asked to join teams with other 2 or 3 students and explore a number of games together. In this exercise you are asked to:

- Set up roles within your group as you start playing games (a leader, a researcher (of game play strategies), a communicator (form part of online communities related to the games chosen));
- Choose games to play (you can visit: <https://www.statista.com/statistics/1220905/roblox-most-visited-games/> to have an idea of the more popular games in 2021)
- Choose 2 or 3 genres of games on Roblox and note down your observations on game play.

*#2 Game play to support creativity, independent learning and the ability to script new game scenarios.*

You are asked to download Roblox Studio and install it. You can use your Roblox login if you already have one. If not you will be asked to sign up for it. For this particular use of Roblox you are asked to join in groups of 2 or 3 and you will be asked to work together for the next 5 weeks.

You will have 4 weeks to design a simple new game from scratch using Roblox studio. You are not expected to design and develop a complex game but you might even create a small exploratory 3D Virtual World. You are also invited to find a number of online tutorials about how you can create worlds and scenarios in Roblox. The scope of this exercise is for you to gain more independence in your learning, to work effectively in a team, and to create a project which you can share with your audience.

### **Game de-Briefing (post-play #1):**

- Can you describe the games that you chose to play in Roblox?
- Why did you choose them?
- For your group play, did you set up different roles to help with game play?
- If you have assigned roles, do you think this made your game play more or less efficient?
- Were you able to reach a consensus about the games that you played, or how you played them?
- Which was the most challenging game? Why?
- Which game elements make a game more successful in your opinion?
- How long did you take playing each game? Why did you choose to play for this amount of time?
- Would you say that beyond this course, you would continue to play Roblox for leisure?

### **Game de-Briefing (post-play #2):**

- Did you manage to create a simple game scenario using Roblox studio?
- Can you describe what you created?
- What was the biggest challenge in creating this scenario?
- Did the fact that you were working in a team help or hinder this development?
- Do you plan on expanding this game scenario to include more complex game play?

- Following this exercise of using Roblox for our course, do you think you will take up playing Roblox more frequently? Do you think that you would be interested in continuing to develop your skills in creating Roblox games?

**Conclusion (for academics & lecturers):**

The following are a list of questions which you can make use of to evaluate the use of this game as part of your UPSKILLS course curriculum. You can use a journal to keep track of your answers.

- It is recommended that this game is played for 4/5 weeks and that discussion follows in class after. Do you agree with this strategy? Why or why not?
- This game offers two ways of play - there is that form of play that would support the usual game play strategy and winning tactics, and there is that form of play that supports creativity. Do you think that for the purposes of UPSKILLS you would promote one over the other? Which form of game play would you promote?
- Did you look at the students' creations in Roblox? Do you think that those creations reflect the students' research orientation and directions?
- Do you think there is potential and scope to exploit Roblox in different ways to suit the needs of students and researchers in UPSKILLS?