

Transcript

I've been having a lot of fun with Sensor Arcade the last couple of days. It's there's a lot of games to play, you can build things. And it offers something for learners who really want to go and make games because it gets that starting point of creating games and using different sensors and ways of doing it not just, you know, two controllers, you know, xy and you know, just move left and right or anything like that. There's all kinds of different options. I see Gem Hunter being used in class, to give students a way to challenge each other and see who can come up with the best controllers the most intuitive and really make an even better game and have a lot of fun doing it, but not have to create everything from scratch to begin with.