Web-based game development for beginners: A Hands-on Learning Experience

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Abstract: This tutorial aims to help beginner participants start developing their own web-based games using game engines. Particularly, this tutorial uses "Construct2" game engine to help participants develop a mini game from scratch. It then shows them how to export and deploy the files of the game (developed using Construct2) on an online server. This allows other users to access the game from their computers using their web browsers and play it. In this tutorial, the instructor will apply the hands-on learning strategy where he develops the game on his laptop with the help of a projector, so participants can see the programming process. The participants then start doing the programming as well on their computers. The instructor can also go between the participants when needed and help them in case there any bugs.