Supplementary Material

Table 1: Schedule of activities for the coding club

| Session Number | Format | Objectives and activities | Opportunities for learning, knowledge co-construction and sharing |
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| 1 | In-person | Introducing the design problem  Developing initial ideas  Filming for Digital Stories | Mutual learning about game ideas through presentational and propositional knowledge sharing  Capturing experiential knowledge of the session |
| 2 | In-person | Thinking about users, working with personas  Fleshing-out initial ideas  Filming for Digital Stories | Mutual learning about game ideas and hypothetical users through presentational and propositional knowledge sharing  Capturing experiential knowledge of the session |
| 3 | Online | Combining ideas  Filming for Digital Stories | Using presentational and propositional knowledge to describe initial ideas  Developing practical knowledge about collaboration and compromise  Capturing experiential knowledge of the session |
| 4 | Online | Planning how to evaluate the game  Naming the game  Filming for Digital Stories | Developing practical knowledge about research planning, collaboration and compromise  Capturing experiential knowledge of the session |
| 5 | Online | Industry guest (1)  Giving feedback on our ideas (so far)  Filming for Digital Stories | Mutual learning with industry guest (1)  Developing and demonstrating practical knowledge about giving constructive feedback  Capturing experiential knowledge of the session |
| 6 | Online | Planning how to evaluate the game  Searching for and creating graphics  Filming for Digital Stories | Developing practical knowledge of collaborative research  Communication of ideas for graphics through presentational and propositional knowledge  Capturing experiential knowledge of the session |
| 7 | Online | Industry guests (2 and 3)  Planning how to build the game  Filming for Digital Stories | Mutual learning with industry guests (2 and 3)  Developing practical knowledge of working in a multi-skilled team  Capturing experiential knowledge of the session |
| 8 | Online | Starting to code- using sprites  Developing game artwork- characters  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphics  Capturing experiential knowledge of the session |
| 9 | Online | Coding- adding buttons  Developing game art- weapons  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphics  Capturing experiential knowledge of the session |
| 10 | In-person | Coding- choosing your character  Developing game art- opening screen  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphics  Capturing experiential knowledge of the session |
| 11 | In-person | Coding- finishing selection menu  Filming for Digital Stories | Capturing experiential knowledge of the session |
| 12 | In-person | Coding- moving character on level 1  Artwork- zombie sprites  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphics  Capturing experiential knowledge of the session |
| 13 | In-person | Coding- adding weapons  Artwork- checkpoint sprite  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphics  Capturing experiential knowledge of the session |
| 14 | In-person | Coding- adding zombies  Artwork- hit zombies  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphics  Capturing experiential knowledge of the session |
| 15 | Hybrid | Online guest (4)  Feedback on the game so far  Filming for Digital Stories | Mutual learning with industry guests (4)  Developing and demonstrating practical knowledge about giving constructive feedback  Capturing experiential knowledge of the session |
| 16 | In-person | Coding- adding background music and sound effects  Composing original soundtrack for first level  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, and music composition  Capturing experiential knowledge of the session |
| 17 | In-person | Coding- adding sound effects  Artwork- backgrounds  Music for another levels  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, music composition, and graphics  Capturing experiential knowledge of the session |
| 18 | In-person | Coding- adding a new level  Artwork- end screens, backgrounds  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding and graphics  Capturing experiential knowledge of the session |
| 19 | In-person | Coding- new level  Artwork- backgrounds  Music- theme tune  Interim game testing  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, music composition, graphics and game testing  Capturing experiential knowledge of the session |
| 20 | In-person | Coding- adding background music  Music- boss theme  Interim game testing  Filming for Digital Stories | Developing and demonstrating practical knowledge of coding, music composition, and game testing  Capturing experiential knowledge of the session |
| 21 | In-person | Evaluation interviews | Transduction of experiential knowledge to propositional knowledge during interview |
| 22 | In-person | Game testing and evaluation survey  Evaluation interviews | Demonstrating experiential knowledge of gaming and critical review  Transduction of experiential knowledge to propositional knowledge during interview |
| 23 | In-person | Reflection and planning for creating Digital Stories  Evaluation interviews | Transduction of experiential knowledge to propositional knowledge during interview, and presentational knowledge in plans for Digital Stories |
| 24 | In-person | Planning for Digital Stories  Exploration of footage archive  Editing Digital Stories | Developing practical knowledge about Digital Story creation, and navigating large footage archive  Transduction of experiential knowledge to presentational knowledge in Digital Story |
| 25 | In-person | Editing Digital Stories | Demonstrating practical knowledge of video editing  Transduction of experiential knowledge to presentational knowledge in Digital Story |
| 26 | In-person | Editing Digital Stories | Demonstrating practical knowledge of video editing  Transduction of experiential knowledge to presentational knowledge in Digital Story |