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 problemDeveloping initial ideasFilming for Digital Stories | Mutual learning about game ideas through presentational and propositional knowledge sharingCapturing experiential knowledge of the session |
| 2 | In-person | Thinking about users, working with personas Fleshing-out initial ideasFilming for Digital Stories | Mutual learning about game ideas and hypothetical users through presentational and propositional knowledge sharingCapturing experiential knowledge of the session |
| 3 | Online | Combining ideasFilming for Digital Stories | Using presentational and propositional knowledge to describe initial ideasDeveloping practical knowledge about collaboration and compromiseCapturing experiential knowledge of the session |
| 4 | Online | Planning how to evaluate the gameNaming the gameFilming for Digital Stories | Developing practical knowledge about research planning, collaboration and compromiseCapturing 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 feedbackCapturing experiential knowledge of the session |
| 6 | Online | Planning how to evaluate the game Searching for and creating graphicsFilming for Digital Stories | Developing practical knowledge of collaborative researchCommunication of ideas for graphics through presentational and propositional knowledgeCapturing experiential knowledge of the session |
| 7 | Online | Industry guests (2 and 3)Planning how to build the gameFilming for Digital Stories | Mutual learning with industry guests (2 and 3)Developing practical knowledge of working in a multi-skilled teamCapturing experiential knowledge of the session |
| 8 | Online | Starting to code- using sprites Developing game artwork- charactersFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphicsCapturing experiential knowledge of the session |
| 9 | Online | Coding- adding buttons Developing game art- weaponsFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphicsCapturing experiential knowledge of the session |
| 10 | In-person | Coding- choosing your characterDeveloping game art- opening screenFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphicsCapturing experiential knowledge of the session |
| 11 | In-person | Coding- finishing selection menuFilming for Digital Stories | Capturing experiential knowledge of the session |
| 12 | In-person | Coding- moving character on level 1 Artwork- zombie spritesFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphicsCapturing experiential knowledge of the session |
| 13 | In-person | Coding- adding weapons Artwork- checkpoint spriteFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphicsCapturing experiential knowledge of the session |
| 14 | In-person | Coding- adding zombiesArtwork- hit zombiesFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, and graphicsCapturing experiential knowledge of the session |
| 15 | Hybrid  | Online guest (4)Feedback on the game so farFilming for Digital Stories | Mutual learning with industry guests (4)Developing and demonstrating practical knowledge about giving constructive feedbackCapturing experiential knowledge of the session |
| 16 | In-person | Coding- adding background music and sound effectsComposing original soundtrack for first levelFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, and music compositionCapturing experiential knowledge of the session |
| 17 | In-person | Coding- adding sound effects Artwork- backgrounds Music for another levelsFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, music composition, and graphicsCapturing experiential knowledge of the session |
| 18 | In-person | Coding- adding a new level Artwork- end screens, backgroundsFilming for Digital Stories | Developing and demonstrating practical knowledge of coding and graphicsCapturing experiential knowledge of the session |
| 19 | In-person | Coding- new levelArtwork- backgrounds Music- theme tuneInterim game testingFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, music composition, graphics and game testingCapturing experiential knowledge of the session |
| 20 | In-person | Coding- adding background music Music- boss themeInterim game testingFilming for Digital Stories | Developing and demonstrating practical knowledge of coding, music composition, and game testingCapturing 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 surveyEvaluation interviews | Demonstrating experiential knowledge of gaming and critical reviewTransduction of experiential knowledge to propositional knowledge during interview |
| 23 | In-person | Reflection and planning for creating Digital StoriesEvaluation interviews | Transduction of experiential knowledge to propositional knowledge during interview, and presentational knowledge in plans for Digital Stories |
| 24 | In-person | Planning for Digital StoriesExploration of footage archiveEditing Digital Stories | Developing practical knowledge about Digital Story creation, and navigating large footage archiveTransduction of experiential knowledge to presentational knowledge in Digital Story |
| 25 | In-person | Editing Digital Stories | Demonstrating practical knowledge of video editingTransduction of experiential knowledge to presentational knowledge in Digital Story |
| 26 | In-person | Editing Digital Stories | Demonstrating practical knowledge of video editingTransduction of experiential knowledge to presentational knowledge in Digital Story |