

STEM Applied Learning Programme

Lesson Outline

STEM Theme	Game Design and Simulation
Module	2 (Modelling & Simulation: StarLogo TNG & Apocalypse Game)
Total Hours	12

No.	Topic
1	STEM and Modelling & Simulation
2	Modelling & Simulation - Building an Epidemic Simulation in StarLogo TNG (part 1)
3	Modelling & Simulation - Building an Epidemic Simulation in StarLogo TNG (part 2)
4	Modelling & Simulation - Building a Basic Epidemic Simulation in StarLogo TNG (part 3)
5	Modelling & Simulation – Introducing Gameplay (Part 1)
6	Modelling & Simulation – Introducing Gameplay (Part 2)
7	Modelling & Simulation – Introducing Gameplay (Part 3)
8	Modelling & Simulation – Modification of Apocalypse Game (Part 1)
9	Modelling & Simulation – Modification of Apocalypse Game (Part 2)
10	Modelling & Simulation – Modification of Apocalypse Game (Part 3)
11	Modelling & Simulation – Modification of Epidemic gameplay project (Part 4)
12	Modelling & Simulation – Project presentation

