Scalable Game Design Summer Institute
Teacher Agreement

The following details the agreement between the teacher participants & Scalable Game Design (SGD) research team, regarding the benefits and responsibilities that the participants agree to by their participation in the SGD Summer Institute.

The SGA research team agrees to provide the teacher participants with:

- 2 to 7 days of basic and advanced training at the SGD Summer Institute at a discounted cost (Up to $1,500 value).
  
  Participation includes
  - Daily instruction from 9:00 - 5:00
  - Parking
  - Lunch on class days
  - Scholarships for travel expenses and/or housing on campus with breakfast and dinner, depending on the participant's situation and availability of funding.
  
- A stipend for fully participating in the Summer Institute and implementing the required modules/s, with verification, during the school year. Stipends for completion of initial module implementation TBD by year and availability of funding.

- Continuing Education college credit units from CU, Boulder: up to three units for participation in the Summer Institute. Scholarships for credit units are available.

- Ongoing support throughout the school year to help with the implementation of the Scalable Game Design curriculum.

- Use of the AgentSheets and AgentCubes software for school and personal use at no cost for the duration of the project.

In return for the above benefits, the teacher participants agree to:

- Attend the SGD Summer Institute:

<table>
<thead>
<tr>
<th>Summer Institute Registration Options (Example only, from 2012)</th>
<th>Mon 6/4</th>
<th>Tue 6/5</th>
<th>Wed 6/6</th>
<th>Thu 6/7</th>
<th>Fri 6/8</th>
<th>Sat 6/9</th>
<th>Sun 6/10</th>
</tr>
</thead>
<tbody>
<tr>
<td>New Participants: Option 1</td>
<td>X</td>
<td>X</td>
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<td>New Participants: Option 2</td>
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<td>Returning Participants: Option 3</td>
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<tr>
<td>Returning Participants: Option 4</td>
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<td>X</td>
</tr>
</tbody>
</table>

New Participants: 6/4 through 6/10 or 6/4 through 6/8
Returning Participants: 6/7 through 6/10 or 6/9 through 6/10
• Complete implementation module(s) for 1 – 2 cycles as delineated during the SGD Summer Institute.

• Communicate with the Project Manager, Yasko Endo (Yasko.Endo@Colorado.edu) about the dates & times (of day) of your scheduled classes at least one week prior to your class start date.

• Report any scheduling or logistical problems to Yasko, ASAP.

• Report any technical problems to Alex (Alexander.Repenning@Colorado.edu)

• Nadia (Nadia@agentsheets.com), or Kyu Han (kohkh@Colorado.edu), ASAP.

• Allow members of the research team to observe class, occasionally.

• Communicate with other participants to share experiences, and provide insights through regular use of the SGD Wiki (http://scalablegamedesign.cs.colorado.edu) and the SGD Facebook pages (http://www.facebook.com/ScalableGameDesign)

Class Completion Requirements:
The classroom implementation stipend will be issued when all steps indicated below are completed and confirmed as completed by Yasko.

Before Implementation Module Begins
• Turn in the following to the research team: participant consent form, W-9, signed Teacher Agreement form.

• Make sure the project Parent Consent and Media Consent forms are sent home in a timely manner in order to allow parents time to return them before the class starts.

• Send a copy of your roster(s) to Yasko at least one week before the start of your class.

• Have your class take the pre-survey before instruction begins.

During Module
• Teach the module of your choice as defined by the SGA team during the Summer Institute. Fidelity to the model refers to the module content, not teaching methodology.

• Make connections between the course material & computer science for your students, as instructed in the Summer Institute.
At the End of the Implementation Module

- Have the students upload their games to the SGD Arcade on the gamewiki.

- Have your class take the post survey and evaluation after uploading their games to the SGD Arcade.

- Send all hardcopy Parent Consent and Media Consent forms back to the research team within two weeks after your implementation ends.


By signing below, I confirm that I have read the Teacher Agreement form, understand the scope of the project and my involvement and responsibilities associated with the project.


Teacher Name  Teacher Signature

Date

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Office Use Only

Agreement Returned on:  Method Returned:  
W-9 on File?  

Scalable Game Design Teacher Agreement Edited 8-3-2012