



Hanga, Takaro, Tohatoha.
Create, Play, Share.

bit.ly/lbpGFL2017

Stephen Ross

PSN: Aratiatia

[@Aratiatia1](https://twitter.com/Aratiatia1)

stephen.ross@taupocollege.ac.nz



Whakapapa

- 2008: [LBP released](#) for PS3
- 2011: [LBP2 for PS3](#), new tools and gameplay
- 2014: [LBP3](#) for PS3 and PS4 new tools and gameplay

Other versions:

- PS portable, PS Vita, Karting for PS3



Play - Hanga

LBP1 and 2 for PS3 and LBP 3 for PS3 and PS4

- Complete story mode levels
- Collect pre-made assets
- Alone, locally, online multiplayer (speech or text communication in-game)



Create - Takaro

- Use game assets to create games/levels
- Build physical structures
- Add logic
- Compose new music
- Points and/or currency systems
- Animate characters
- Video production
- Lighting



Share - Tohatoha

- Publish via PS3 or PS4 for other players
- Online leaderboards
- Feedback/review system
- Communicate in game with other players



Create Mode

- Materials (wood, plastic, metal, sponge, rubber...) are painted/smeared into position, editable.
- 3D Objects (fruit, tools, masks, utensils, furniture...)
- Decorations (3D stick-on objects, non-collidable)
- Stickers (decals wrap around materials/3D objects)
- Pre-made music items
- Music samples (compose new music)



Logic/Coding

- Visual drag and drop system
- Sensors (inputs) for player proximity, touch, being grabbed, tag proximity...
- Operator gates: AND, OR, XOR, NOT
- Timers, counters, randomiser, waveform generator, digital switchers...
- Tweak material and 3D object properties: opacity, collision, friction, weight, gravity effects...



Community - haponi

- Forums: [Sackinima](#), [littlebignetwork](#), [littlebigforum](#), [lbpcentral...](#)
- Twitter [@littlebigplanet](#), [Facebook](#)
- Weekly “Team Pick”
- “Level of the day”





Zachinator @zachinator6 · Aug 9

Replying to @Aratiatia1 @COGMONKEY

LBP taught me level design, basic logic, how to play test regularly, and that the gates in lbp are actual microchip gates. Quite impressive.



Mir @mirjanneke · Aug 9

Replying to @Aratiatia1

I've learned you're never too old to learn :)

Also, doing logic helps you to learn to focus, and approach issues from different angles



SuperCodeman @Codeman435 · Aug 8

Replying to @Aratiatia1

You make friends via the works you create in the community



knowntokill @PSNknowntokill · Aug 8

Replying to @Aratiatia1

exactly what I mean. I'm building a desk now and I don't think I would ever have done that without LBP. It really developed my creativity.



Starfan900 @starfan900 · Aug 9

Replying to @Aratiatia1 @COGMONKEY

I've learned that working with friends make the work go faster.



Pride & Joy 😎 @My_SelfRespect · Aug 8

Replying to @Aratiatia1

I learned that creating is a lot of hardwork and that there is so much more to learn. I also learned that everyone's idea is creative lol



Bodie Malik @BodieMalik · Aug 10

Replying to @Aratiatia1

For one, I learned logic, which led to coding. Second, I learned how to judge my own creations fairly. I learned humility.



knowntokill @PSNknowntokill · Aug 8

Replying to @Aratiatia1

After years of creating, I feel confident I can make something that looks nice. I guess its just basic design elements. Hard to explain



Thomas @Renefoetsie · Aug 9

Replying to @Aratiatia1

LBP has learned me lots of English, introduced me to 'logic'/simple coding, meaningful (level) design and music creation.



Halston @Halxton · Aug 8

You'd be surprised how many workarounds there are for certain issues in a level. I also learned that some logic pieces are real :O



TwisterKiller70 @TwisterKiller70 · Aug 9

Replying to @Aratiatia1

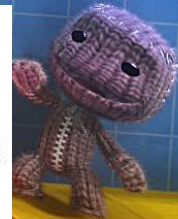
It help me express my creativity with others.



FiveAteFive @FiveAteFive · Aug 16

Replying to @Aratiatia1

That game taught me to create and organize, basics of architecture, which is what i am studying now, LBP inspired my life and career



Pedagogy

- [Adam Renard's blog](#) 2 x PS3, 1 Vita, primary school, groups of 3, extra-curricular
- Set challenges - physical construction, logic problems
- Assign roles: builder, decorator, coder, playtester...
- Peer assess using rubrics
- Demonstrate understanding of concepts
- Video storytelling



Pricing

- PS3 console: **\$350**
- PS3 controllers: **\$30 - \$90**
- LBP2 game: **\$25**
- LBP3 game: **\$36**
- PS4 console: **\$420**
- PS4 controllers: **\$40 - \$110**
- LBP3 game: **\$32**

One console can accommodate
1-4 players locally.



Create mode: gameplay

- [Link to create mode gameplay here](#)

