Gomma Learning

COURSE 01

AI Game Design Workshop

Racing Game Edition

Children design the story, characters, tracks, rules and scoring of their own racing game, then direct AI tools to build a playable version they can share with family and friends.

Ages 9+ | **8–10 sessions** | **Groups of about 10** | **No coding experience needed**



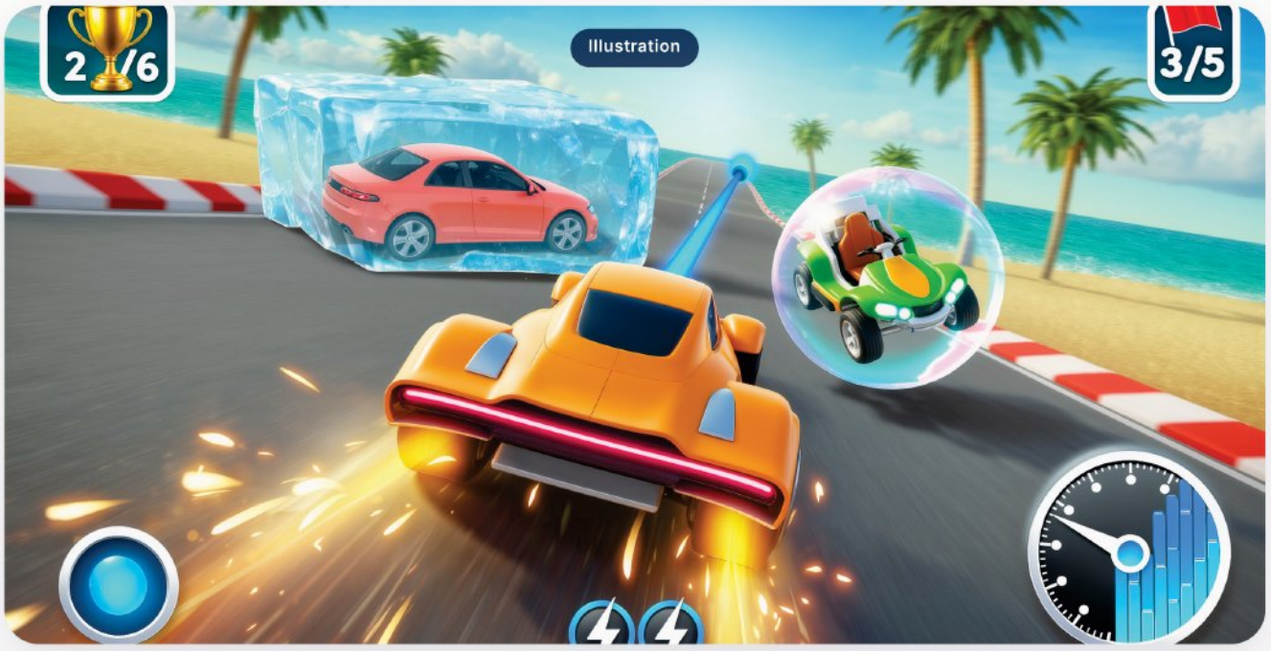
COURSE BOOKLET

HONG KONG

WHAT STUDENTS BUILD

The racing game students build

By the final session, each student has a working racing game of their own, with tracks, cars, rules and screens they designed themselves.



Boosts & projectiles. Players grab items on the track and launch them at rivals — ice, bubbles, lightning — then hit a boost strip to pull ahead.



Two-player split screen. Head-to-Head races against a friend, each with their own view and HUD.



Choose your car. Six cars, each balanced between mass and energy, so every choice changes how the race feels.

3 themed tracks: Beach, Dinosaur & Space	**3** game modes	**6** cars to choose from	**1–2** players

> These images illustrate the kind of game students design. Every student's game is their own, so styles and details will differ.

WHAT WE TEACH

Six areas of a complete racing game

Students learn to design and build a complete racing game. Using the same specification methods as professional game studios, they move from paper concepts to a playable digital prototype — directing the AI tools themselves, under tutor supervision.

1

Game Story & Modes

Free Race, Tournament and Head-to-Head modes, framed by a story that gives players clear goals.

2

Tracks & Environments

Three themed tracks — Beach, Dinosaur and Space — each with its own lap structure, scenery, hazards and speed-boost trails.

3

Race Cars & Stats

Six selectable cars balanced by mass and energy, each with Jump and Dash skills and on-screen status bars.

4

HUD & Interface

Speed and energy gauges, race position and lap counter, plus a split-screen layout for two-player races.

5

Boosts, Projectiles & Feedback

Instant boosts, six projectile types, collision responses, and clear visual and sound feedback.

6

Playtesting & Iteration

Computer-controlled opponents, difficulty tuning and a disciplined loop: test, observe, change one variable.

Skills children develop

Logical thinking · Clear written instructions · Project planning · Game balancing · Testing & problem-solving · Teamwork & feedback · Presenting to an audience

ROADMAP

From paper idea to playable game

The course runs over 8–10 sessions. Each stage ends with a concrete deliverable, so progress is visible from week to week.

SESSIONS 1–2

Imagine & paper design

Story, title screen, three track concepts, car ideas and basic rules.

Deliverable · Draft Game Design Document (GDD) on paper

SESSIONS 3–4

Characters, assets & HUD

Students write prompts for AI to generate cars, tracks and icons, then design status bars, gauges and the race-position display.

Deliverable · Character & asset pack, plus HUD layout sheet

SESSIONS 5–6

Core gameplay & skills

Jump, Dash, the energy system, boosts and projectiles are added and tuned until the race feels fair and exciting.

Deliverable · Playable core-gameplay prototype

SESSIONS 7–8

Modes, CPU & polish

Free Race, Tournament and Head-to-Head logic, simple computer opponents, visual feedback and sound cues.

Deliverable · Feature-complete racing game

SESSIONS 9–10

Playtest, improve & showcase

Peer playtesting, one-change-at-a-time improvements and final polish, ending with a showcase for parents.

Deliverable · Shareable game, printed GDD & presentation

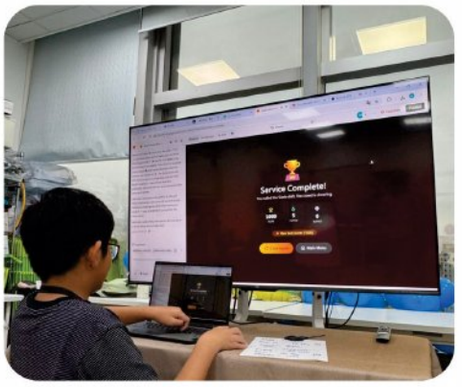
> On an 8-session course the stages are condensed. Holiday workshops follow the same stages over 5 days.

COURSE DETAILS

Course details at a glance

Who is it for?

- Children aged 9 and above who enjoy games or love telling stories
- No coding, art or design experience is needed
- Children who already code are very welcome too



Course information

Age	9+
Sessions	8–10
Format	Term time: one 60-minute session a week School holidays: 5 days, 3 hours a day
Group size	About 10 children per group
Language	Cantonese, with English support
Locations	Sha Tin, Tsim Sha Tsui, Tsuen Wan, Causeway Bay, Yuen Long, Tseung Kwan O and Kai Tak — or at your organisation's venue
AI tools	Chosen to suit each class. All AI accounts are set up and managed by tutors, and students use them under supervision.
Dates & fees	Available on enquiry

What every student takes home

- A playable racing game on a shareable link
- A personal, printed Game Design Document
- Original artwork and characters, made with AI from their own ideas
- The experience of presenting their work to an audience

FOR SCHOOLS & ORGANISATIONS

Bring the course to your school

We run this course for schools, churches, non-profit organisations and community groups — as a regular course, a holiday workshop or an after-school activity, adapted to your schedule and learning goals.

We provide

- ✓ Course design and teaching materials
- ✓ Tutors and teaching assistants
- ✓ AI account set-up and management
- ✓ Full supervision of AI use
- ✓ A learning record for the host organisation

The host provides

- ✓ A room with a projector or large display
- ✓ Reliable Wi-Fi
- ✓ Computers for participants (or equipment supplied by arrangement)

How it works

01
Enquire
Tell us the age or year group, numbers, schedule and goals.

02
Proposal
We send a course plan, equipment arrangements and a quotation.

03
Delivery
Our tutors and assistants teach on site and supervise throughout.

04
Showcase
Students present their games; you receive a learning record.

FAQ

Won't the AI just do the work for them?

No. AI can generate images and code, but the ideas, design and judgement belong to the children. They explain what they want, check whether the result meets their goal, then test and improve it.

How do we enrol?

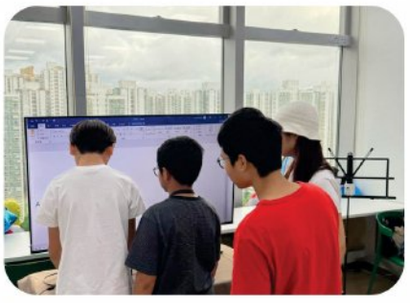
WhatsApp us with your child's age, the course and your preferred times. We will reply with dates, fees and enrolment steps. An enquiry does not reserve a place.



Small groups, with tutors guiding every step



Students describe exactly what they want the AI to make



Classmates playtest each other's games

OUR STORY

It began around the kitchen table

It began in the quiet hours after our children had gone to sleep. A small group of us — parents who also work as game designers, programmers and artists — would gather around kitchen tables across Hong Kong.

For many years our professional work has centred on educational games: digital environments that encourage children to explore, experiment and grow through play.

At home, however, we saw our own children return from school with tired eyes. In a city where simply keeping pace can be exhausting, we watched how easily a child's spark could fade. Around those tables the same questions kept returning: what does genuine happiness look like for a child? And how can meaningful growth take place when the atmosphere itself feels heavy with expectation?

We found our answer in the games we had spent years designing. In a well-made game, an error is not a failure; it is information — a signal to pause, rethink and try a different approach. Growth lies in the process itself.

So we founded Comma Learning: to give children permission to explore, to stumble, to pause and to keep moving forward, free from the pressure of a flawless finish. The company rests on a love of our craft and a shared hope — that children will grow up knowing that meaning is found in the journey.

An error is not a failure. It is information. — The Comma Learning founding team

OUR BELIEF

A comma leaves room for the next idea.

A comma keeps a sentence going and leaves room for an idea to grow. Through creative AI projects, children practise developing ideas, explaining them clearly, checking the results and improving their work.

01 Children think; AI helps create

Children decide the story, rules and characters, and judge the results. AI is a tool — never a substitute for thinking.

02 Learning through projects

Every course builds towards a finished piece of work, with a clear record of ideas, tests and improvements that parents can follow.

03 Progress, not just completion

Getting it wrong is part of the lesson: understand why, change one thing and try again.

Mistakes are part of learning

A character that looks nothing like its description? A scoring rule that makes the race impossible to win? Every error is a chance to improve: find the cause, adjust one setting and test again.

Try it → Read the result → Change one thing → Try again

Comma Learning

CONTACT

Ready for the next idea?

Tell us your child's age, interests and preferred schedule, and we will reply with the next available dates and fees. Schools, churches and organisations are welcome to ask about group programmes.

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