

Hello!

Thank you for advising one or more Java students this year for this year's Game in Five Weeks Project. The project requires students to apply a wide range of Java concepts to create an educational game. As a mentor you can provide invaluable insight to students.

Students are assigned to meet with you three times in the five weeks of the project. Students should respect your time by setting up meetings in advance and coming to the meetings prepared. You do not need to know anything about programming to advise students. A typical meeting with a student should be 15 minutes or less. You are not under any obligation to attend hastily or poorly planned meetings. All meetings need to be IN PERSON.

Your initial agreement to advise a student in this game does NOT obligate you to work with the student beyond what you feel is reasonable. You can terminate the advisory relationship if your student is abusing it or not using it.

When your student meets with you, (s)he **will come with a list of questions** or paper diagrams to mark on, for which the student should note answers/responses during your meeting. At the end of each meeting, please sign and date these records. If a student comes unprepared to the meeting, asks questions you cannot answer (without modification during the meeting), or does not note your responses, please do not sign and date; you can indicate to the student that (s)he simply be more prepared for any future meetings.

The student may ask questions such as:

- Where can I find questions on the topic your expertise, that can be used in my activity / quiz? OR Do you think these are good questions for teaching, assessing, or serving a wide range of students?
- For the topic of the game, what concepts are the most difficult to grasp? Are there specific levels or steps to learn these concepts?
- Does my game have enough inherent motivation to it so users would want to play?
- Based on the layout / text I've shown you, are objectives / directions of this game clear?
- In the event that the user needs help / can't answer any questions, do you think I've provided enough hints / guidance to facilitate learning?

Also please feel free to advise students on other aspects of the game. Are instructions clear? Would YOU want to play? Are "bells and whistles" appropriate and helpful, or distracting?

It would be a good idea to set up, in advance, a regular time and place to meet.

Please let us know if you have questions or concerns!

Respectfully,  
Skip Mueller  
skip\_mueller@fuhisd.org

John Conlin  
john\_conlin@fuhisd.org

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I, (print name of mentor) \_\_\_\_\_ have agreed to be an mentor for

(print name of student(s)) \_\_\_\_\_'s Java game project.

I reserve the right to cease support of this student if the student is not assertive and accountable about our meetings or does not make respectful use of me as a resource.

Signature of mentor \_\_\_\_\_ Date \_\_\_\_\_

Printed e-mail of mentor \_\_\_\_\_

(Signature of student) \_\_\_\_\_ Date \_\_\_\_\_