Technological University of Panama

Bachelor's in Software Engineering

PixelQuest Studio: English for Game Developers

Prof. Graciela Rodriguez Villarreal 2nd Partial Practice Workshop

Student Name	Partner's name	Group	Date
_____	_____	_____	_____

Student Mission

You are part of an indie video game startup. In this workshop, you will practice English for Software Engineering by reading a game development case, classifying words, writing bug reports, building technical sentences, identifying sentence types, creating a game support dialogue, and writing a mini pitch for investors.

Workshop Roadmap and Topics

- Parts of speech: nouns, pronouns, adjectives
- Describing hardware, software, users, apps, and systems
- Verbs, adverbs, and prepositions in software actions
- Bug report sentences
- Conjunctions, interjections, and sentence structure
- Simple and compound sentences
- Types of sentences: declarative, imperative, interrogative, exclamatory
- Tech support role-play: Help desk conversation
- Mini pitch for a video game entrepreneurship project

LIVEWORKSHEETS

Part 1 — Reading Case Study: The Indie Game Startup (15 points)

Read the case.

Pay attention to the team members, their roles, the video game problem, the professional communication, and the entrepreneurship goal.

A small team of software developers is starting an entrepreneurship project called PixelQuest Studio. The team creates educational video games for children and teenagers. Their first game is called Code Hero Adventure. The game helps players learn logic, problem solving, basic programming ideas, and teamwork through interactive challenges.

Today, the team is working in their small creative studio. Ana is designing the main character and the game menu. Luis is testing the jump button and the score system. Marco is writing the code for the first level, and Sofia is preparing the project pitch for possible investors.

Suddenly, Luis says, "The jump button is not working correctly. It responds slowly, and sometimes the character does not jump."

Ana answers, "Maybe the button is too close to the movement control, or the screen design is confusing for the player."

Marco says, "I am checking the code now. The problem may be in the control settings."

Sofia writes the problem clearly in the development report: "The jump feature does not work correctly. The team is testing the button, checking the code, and improving the screen design."

The team wants to solve the problem professionally because they plan to present the game to investors. They ask questions, listen carefully, share ideas, and work together. Their goal is to create a fun, useful, and successful video game company.

A. Reading Comprehension (5 points)

1. What is the name of the entrepreneurship project?

_____

2. What is the name of the first video game?

_____

3. What does the game help players learn?

_____

4. What problem does Luis find?

_____

5. Why does the team want to solve the problem professionally?

_____

B. Analyze the Situation (5 points)

1. Why is teamwork important in this game development project?

LIVEWORKSHEETS

2. What should the team do first to solve the problem?

3. How can English help the team present the game to investors?

4. What is Sofia preparing?

5. What is Marco doing now?

C. Entrepreneurial Thinking (5 points)

1. What makes PixelQuest Studio an entrepreneurship project?

2. Who could be possible customers of the game?

3. What feature of the game needs improvement?

4. What professional attitude does the team show?

5. What could be one future goal for the company?

LIVEWORKSHEETS

Part 2 — Parts of Speech Lab: Nouns, Pronouns, and Adjectives (15 points)

Grammar Goal

Classify words used to describe a game company, players, characters, levels, buttons, and interactive challenges.

Text to analyze: PixelQuest Studio is a creative company. It creates educational video games for young players. The team designs fun characters, smart levels, useful buttons, and interactive challenges. Their game helps children learn logic and programming ideas.

A. Classify the words.

Words to classify: **company, it, creative, games, young, players, team, fun, characters, smart, levels, useful, buttons, their, interactive, challenges, children, logic**

Nouns	Pronouns	Adjectives

B. Add your own examples.

Two nouns related to video games:

_____

_____

Two pronouns:

_____

_____

Two adjectives to describe a video game:

_____

_____

LIVEWORKSHEETS

Part 3 — Bug Report Race: Verbs, Adverbs, and Prepositions (15 points)

Game Developer Challenge

Complete the bug report sentences using the word bank. These sentences simulate real communication between testers, developers, designers, and entrepreneurs.

Word Bank: works, responds, crashes, checks, moves, slowly, correctly, quickly, carefully, on, in, to, before, after

1. The jump button _____ slowly.
2. The character _____ incorrectly after the update.
3. The game _____ on the loading screen.
4. The tester _____ the error carefully.
5. The player clicks _____ the jump button.
6. The bug appears _____ the first level.
7. Marco checks the code _____ sending the report.
8. The character moves _____ when the player presses the button.
9. Sofia sends the report _____ the investors.
10. The team tests the game _____ fixing the bug.

Challenge: Write two original bug report sentences.

Each sentence must include one verb, one adverb, and one preposition.

Example: The character moves slowly on the screen.

_____

_____

LIVEWORKSHEETS

Part 4 — Sentence Builder Game: Conjunctions, Interjections, and Sentence Structure (15 points)

Communication Goal

Connect technical ideas clearly using conjunctions. Then add professional interjections to show reactions during teamwork.

A. Connect the ideas. Use and, but, so, because.

1. The game opens correctly. The jump button does not work.

_____

2. Marco checks the code. Luis tests the character movement.

_____

3. The screen is confusing. Ana changes the design.

_____

4. The team wants investors. Sofia prepares a clear pitch.

_____

5. The game is educational. It teaches logic and problem solving.

_____

B. Add a professional interjection.

Choose one: Great! / Oh no! / Excellent! / Wait! / Well done!

1. _____ The character is moving correctly now.

2. _____ The jump button is not responding.

3. _____ Please test the level before the presentation.

4. _____ The team fixed the bug.

5. _____ We need to check the control settings again.

LIVEWORKSHEETS

Part 5 - Simple and Compound Sentences (10 points)

Sentence Structure Goal

Identify simple and compound sentences. Then write your own technical sentences about video game development.

A. Identify the sentence type. Write S for Simple Sentence and C for Compound Sentence.

1. PixelQuest Studio creates educational video games. _____

2. Ana designs the character, and Marco writes the code. _____

3. The jump button is not working. _____

4. Luis tests the game, but the character does not jump. _____

5. Sofia prepares the project pitch. _____

B. Write your own sentences.

1. Write one simple sentence about video game development.

_____

2. Write one compound sentence using and.

_____

3. Write one compound sentence using but.

_____

Part 6 - Types of Sentences in Game Support (15 points)

Tech Support Goal

Identify and create declarative, imperative, interrogative, and exclamatory sentences in a game support context.

A. Identify the sentence type.

Write D for Declarative, I for Imperative, Q for Interrogative, and E for Exclamatory.

1. The jump button is not working correctly. _____

2. Please restart the game. _____

3. Did you update the game today? _____

4. Great! The character jumps correctly now! _____

5. The first level opens slowly. _____

LIVEWORKSHEETS

6. Check the control settings. _____

7. Is the score system working now? _____

8. Excellent! The demo is ready for investors! _____

B. Write your own game support sentences.

Declarative sentence:

_____

Imperative sentence:

_____

Interrogative sentence:

_____

Exclamatory sentence:

_____

LIVEWORKSHEETS

Part 7 - Help Desk Role-Play: Game Support Conversation (10 points)

Pair Work

Create a short dialogue between a Game Player and a Game Support Agent. The player is testing Code Hero Adventure, but the jump button is not working correctly.

Required Element	Included?
Greeting	☐
One game problem	☐
One declarative sentence	☐
One imperative sentence	☐
One interrogative sentence	☐
One exclamatory sentence	☐
One solution	☐
Polite closing	☐
Both partners speak	☐

Dialogue Template

Speaker	Line
Game Player	Good morning. I have a problem with the game.
Game Support Agent	Good morning. What is the problem?
Game Player	_____
Game Support Agent	_____
Game Player	_____
Game Support Agent	_____
Game Player	_____
Game Support Agent	_____

Part 8 — Mini Pitch + Final Reflection (5 points)

Entrepreneurial English

Imagine you are part of PixelQuest Studio. Write a short pitch of 5 to 6 sentences to present your video game to investors. Then write a short reflection.

A. Mini Pitch Starter

Our company is called _____.

Our first game is called _____.

The game helps players _____.

One important feature is _____.

We are solving _____.

LIVEWORKSHEETS

Investors should support this project because _____.

B. Final Reflection

1. What new software or video game vocabulary did you learn?

_____

2. What grammar topic was easier for you?

_____

3. What grammar topic was more difficult?

_____

4. How can this workshop help you in the 2nd partial?

_____

5. How can English help you as a future software developer or entrepreneur?

_____

Portfolio Evidence Checklist

Evidence	Completed
Reading case study answers	☐
Parts of speech chart	☐
Bug report sentences	☐
Sentence Builder answers	☐
Simple and compound sentences	☐
Types of sentences practice	☐
Help Desk dialogue	☐
Mini pitch	☐
Final reflection	☐
Corrected version after feedback	☐

LIVEWORKSHEETS