

## Getting Started with the Course

Hello Everyone! Welcome back!

Let us get started with the Beginner's module of the course on game development. In this module, we are going to use a programming language called Scratch to build our games.

Let me begin with some interesting information about Scratch. It is a free programming language and an online community where one can create one's own stories, games & animations.

Children across the world have happily and easily used this platform to create interesting games and projects!

Now it is your turn to learn how to use Scratch to develop games!

Many thanks to the creators – 'Lifelong Kindergarten Group, MIT Media Lab' for providing us with this platform.

Let us begin by getting access to the scratch platform. There are two ways to get access to scratch – online and offline. You can choose the one that is more convenient for you.

For using Scratch online, open a new tab on your browser and visit [scratch.mit.edu](https://scratch.mit.edu). Click on 'Start Creating' and get going.

You can also use Scratch offline by downloading its offline version from [scratch.mit.edu/download](https://scratch.mit.edu/download) and installing it in your system. Choose your operating system to download the right application for your computer or laptop. After the file has downloaded, click on it to install Scratch. Press the Finish button to complete the installation and you can now get started with Scratch.

In the next video, we will learn more about the a very important theme that impacts all of us and around which we will develop our games.

Bye Bye!

See you again!