Multimedia Lesson Plan: Steam (service)

## Goal

Learners will be able to use the steam platform flexibly.

## Learning Objectives

Learning objectives should be SMART: Specific, Measurable, Attainable, Relevant, and Time-based.

1. Open the Steam software and create a personal account.
2. Master the various features on the Steam page.
3. Master and skillfully search for game related information on the Steam page.
4. Add games to their personal library.
5. Download and successfully play games.

## Prior Knowledge

1. Learners will need to know how to download Steam to their computer or laptop, here’s the internet link:<https://store.steampowered.com>

## Delivery

1. Beginning / Introduction: Introduce Steam and describe why it is the definitive digital distribution platform for playing pc games.

a. Introduction video on youtube, link: <https://youtu.be/pvOqbOlbALO>

b. Text instructions

1. Download the steam software and create a personal account & the interactive video tool if necessary:
   1. Text instructions
   2. Animated GIF
2. Go to store page and apply different functions in the page successfully:
   1. Text instructions
   2. Screen captures
3. Add games to your personal library:
   1. Text instructions
   2. Animated GIF
4. Download the games you added and play them successfully:
   1. Text instructions
   2. Animated GIF

## Evaluation

* [Learner feedback](https://bit.ly/dsc-eval) survey.