Koding Kingdom

*Koding Kingdom Uses Roblox Education To Teach 21st Century Skills To Students of All Ages Across Asia*

In 2013, John Huen, Founder and CEO, of Koding Kingdom set out on a very simple, and yet truly inspiring mission - to improve the tech education of our future generation. Today, that mission has become more focused around teaching children and young adults to code - Koding Kingdom is dedicated to teaching students the fundamentals of computer coding in a fun and interactive environment. To accomplish this mission, John gathered the finest team of engineers and educators to develop a comprehensive curriculum designed to enhance digital literacy, develop interdisciplinary skills and stimulate different types of intelligence that's tailored to the needs of every student. In just its fifth year, Koding Kingdom has grown to five centers, with plans to have 13 centers across Asia by 2020.

It was important to build an education center that was focused on Science, Technology, Engineering and Math to ensure that the future would be bright. Contrary to popular belief, John knew that computer programming is also an art, helping children develop logic, critical thinking and problem solving skills. It also encourages them to explore and be creative. In building the plan and the curriculum, it was important for classes of younger children, ages 7-12, that these courses engaged the children and taught them that technology was fun. For older students, young adults, the importance of achieving certain milestones and being recognized for their mastery of different course levels, which allowed them to progress to more difficult courses, was critical to keeping them engaged. Koding Kingdom has a philosophy that their role as educators is to remove the intimidation of technology and open the world of possibilities to the students.

“The students learn 21st century skills with Roblox that are apparent and important. They also learn skills that are not as visible, like teamwork, ideation, and creativity.”
Koding Kingdom first learned about Roblox through the students. There was tremendous popularity behind the platform, and Roblox Education enabled students to create and build their own environments. They quickly launched coding courses using Roblox Education, and found that the beauty behind teaching courses is that it was project-based learning. The students are positively gratified for their efforts, able to see results instantly. Within the school, Roblox courses are able to deliver something for every type of student, and Koding Kingdom identified how the Roblox Platform engages with three different student personas. The first is the Entrepreneur / Business Executive student. This student is interested in leading a team, creating the brand logo, and developing merchandise that can be sold within the game. They focus the team and make sure that everyone pays attention to the details. The second persona is the Creative / Art student. Coding may not be their top priority, as they are passionate about the multimedia, UI/UX, design and multimedia. Roblox, with its 3D platform, is able to engage with this student to build and bring out their passion for design and creativity. The third persona is the Utility Player student. This individual is interested in every facet, from team building to design, coding and merchandising. They are engaged and some days focus on coding and other days place their emphasis on the design. With Roblox built on the Lua environment, it makes it easy for them to get involved in multiple facets.

“Roblox allows you to build a game with the most realistic elements. It’s open-ended, collaborative, and an open-road allowing you to create your own path.”

Today, the classrooms for Roblox courses are full at Koding Kingdom. They find that the students are engaged from the beginning of the class until it’s time to go home. The students are learning coding and computer software - 21st century skills - that both parents and students all agree are important to their future. Koding Kingdom educators see another advantage with Roblox that is not so visible. Regardless of age and level, they are also engaged in a collaborative learning experience from ideation and storyboard all the way through a final prototype. In addition, they must also be creative and learn how to interact with other team members that may have different ideas and perspectives. For Koding Kingdom, Roblox Education courses bring energy and engagement to the classroom that make the entire learning
environment better, while also challenging the brightest students to push the boundaries of what’s possible.

“Let’s not be consumers of technology, but rather creators. Roblox Education makes that a reality.”

Case study produced in collaboration with independent consultant group Perch Partners.