Proj 3: English Game Design

Objective: Design a game that features key literary components from books of literature.

Need: To create an interactive and unique way to reinforce literary concepts for teachers to use in their classrooms.

Agenda:

Day 1 (T. 10/27) Phase 1 (Discovery): Presentation by english teachers to discuss literature.

Day 2 (W. 10/28) Phase 2 (Interpretation): Research your topic. Decide which theme(s) you would use, key concepts and key components.

Day 3 (Th. 10/29) Phase 3 (Ideation): Start brainstorming ways to accomplish challenge. Create as many sketches as possible and design layouts. Research game templates.

Day 4 (F. 10/30) Phase 3 (Ideation): Start an example. This is not your final design. Get feedback from the client.

Day 5 (M. 11/2) Phase 4 (Experimentation): Continue working on your prototype.

Day 6 (T. 11/3) Phase 4 (Experimentation): Continue working on your prototype.

Day 7 (W. 11/4) Phase 4 (Experimentation): Continue working on your prototype. Work on pitch. (P/T Conferences)

Day 8 (Th. 11/5) Phase 4 (Experimentation): Continue working on your prototype. Work on pitch. (P/T Conferences)

Day 9 (F. 11/6) Phase 4 (Experimentation): Continue working on your prototype (NO SCHOOL P/T Conf)

Day 10 (M 11/9) Phase 5 (Evolution): Presentations and Pitching your idea

Day 10 (T. 11/10) Phase 5 (Evolution) Review and make better.

Rubric: 20 pts total (5 pts each)

1. Concise Directions: Were the directions to the point? Was concise wording used to help the players understand the rules?
2. Integrated Themes & Vocabulary: Did this challenge incorporate the themes and vocabulary used in great works of literature?
3. Was a variety of ideas used to make the new game interesting? These may be based on text, media, research, personalities and experiences.
4. Was the new game interesting? Was it fun to play?
5. Creating a product that incorporates multiple disciplines in order to meet the needs of the challenge in a new and unique way.

Game Design Worksheet

Name of the Game:

Objective: What is the goal of the game?
(Define the Problem)
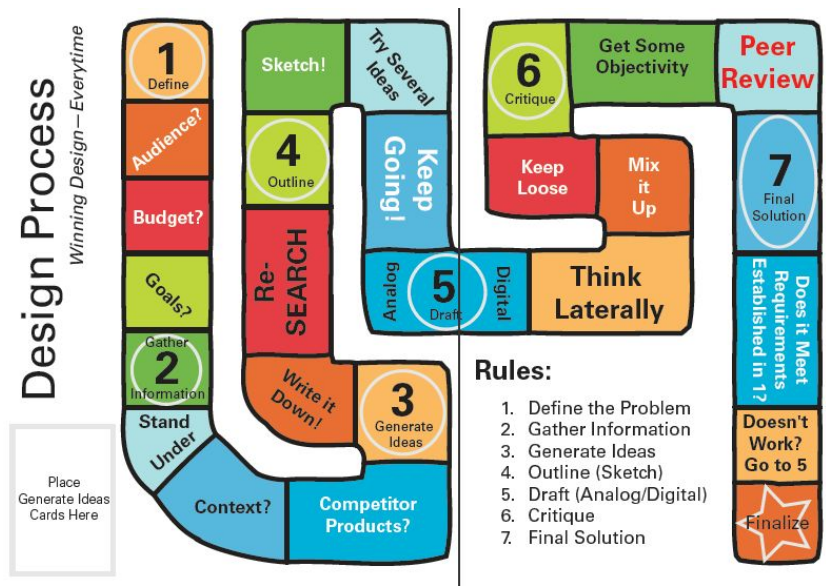
Set-up: Are there pieces that need to be set up prior to starting? (Gather Information)

Number of Players: What is the minimum or maximum?

How to Play: Specific directions on how to play: Use back of this packet.

Strategy: Are there any strategies that can help you win?

Scoring: If there are points, how are they awarded and kept track of?

Design Process
Winning Design—Everytime

1 Define
Audience?
Budget?
Goals?
Gather Information
2
Stand Under

Place Generate Ideas Cards Here

Context?
Write it Down!
Re-SEARCH
4 Outline
Sketch!
Try Several Ideas
Keep Going!
Competitor Products?
3 Generate Ideas
Analog
5 Draft
Digital

6 Critique
Get Some Objectivity
Peer Review
Keep Loose
Mix it Up
Think Laterally

7 Final Solution
Does it Meet Requirements Established in 1?
Doesn't Work? Go to 5
Finalize

Rules:
1. Define the Problem
2. Gather Information
3. Generate Ideas
4. Outline (Sketch)
5. Draft (Analog/Digital)
6. Critique
7. Final Solution

Winning: How do you win the game - when is it done?

What elements of a "Good Game" exist and how?
- Continuous Challenge
- Interesting Storyline
- Flexibility
- Immediate and Useful Rewards
- Combining Fun and Realism

Sketches: (Ideation of game design look)

Directions: (How do you play it?)