From Idea to Concept

How to create a game that impacts society

A **concept** is an organizing idea; a mental construct…

A **concept** is: *Timeless, Universal, Abstract, Represented by 1 or 2 words, Examples that share common attributes*.

Guided essential questions to help your thinking development process for game design:

1. Why do people play games?
2. Why a game should be fun?
3. Is life a game?
4. What is a true game?
5. To what extent does art in a game reflect culture or shape it?
6. Is everything in a game quantifiable and meassurable?
7. To what extent the actions you take in a game can define your destiny?
8. In what ways is a game real and in what ways it is unreal?
9. To what extent do games influence history?
10. Can a "hero" be flawless?
11. Should games instill learning? Should you have learn something after you play a game?

How to <u>Structure of Knowledge</u> and go all the way to full understanding.

(reference: H. Lynn Erickson)

Complete the graph with an example

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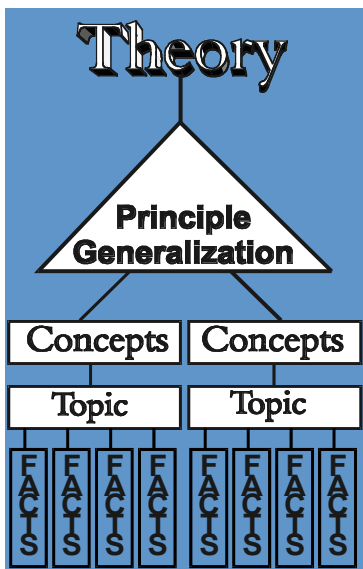
Session Structure

Steps

1. Team up in a group of 5 members
2. Brainstorm with your team about (15 minutes):
   i) who you would like to be if you would not have any physical constraints or if you where born in a completely different world, which is your role,
   ii) describe the world you are in,
   iii) who do you interact with that world,
   iv) describe what you would do in the world, which problems you will need to solve, how you would solve the problems, which actions you will take,
3. Complete the following Forms, which will help you organise your thoughts (20 minutes)
4. Present your game (5 minutes)

keywords to keep in mind: incentives, learn to fail, try and error, take risks, learn from mistakes, re-attempt, motivation, engaging.

One of the many ways to get started with game based learning is: think about who you would like to be in the game

The Character	Description	
Name		
Background story		
Physical description		
Personality		
Behaviour		
Unique Features		
Abilities		
Animation, Sounds & Speech		

The Character	Description
Inventory	
Initial State	

Initial Game Design Guidelines

Tasks	Description
1. Describe the Role of the player	
2. Describe the overall problems the player need to solve.	
3. Which are the actions the player can do to overcome the challenges	
4. Which are the challenges the player need to overcome	
5. Which are the abilities the player need to learn	
6. List the resources the player will need to	
7. List elements that can affect the live of the player	
8. How does the player interact with the game	
9. When does the game end? (or it never ends)	

Describe the game concept: it should transmit the man game idea

Story of the game: describe critical moments of the game
Backstory, Beginning, Middle, End and Epilogue of the game

My First Game

Define a set of "small quests" (skills, knowledge)

A **Small** level or quest is a set of small problems or one small problem where you challenge the student to overcome in order to complete the task. By completing this task the student would have had to gain skills/tools/knowledge that will prepare/allow them to face the B**oss** level.

Complete the following table to start designing your learning units. Use the previous tables to complete the design :

Task	Description	
Who is the player		
which is the goal of the quest		
define learning targets for the quest		
define actions and challenges		
define the internal economy and how each element is consumed		

Task	Description

Define a "boss quest" (understanding)

A **Boss** level or quest is a more rigorous or harder mission (compared to small quests) that require students to use the understanding, abilities, content and skills learned in the quests.

Tasks	Description	
who is the player		
goal of the Boss level		
learning targets		
actions & challenges		
internal economy		