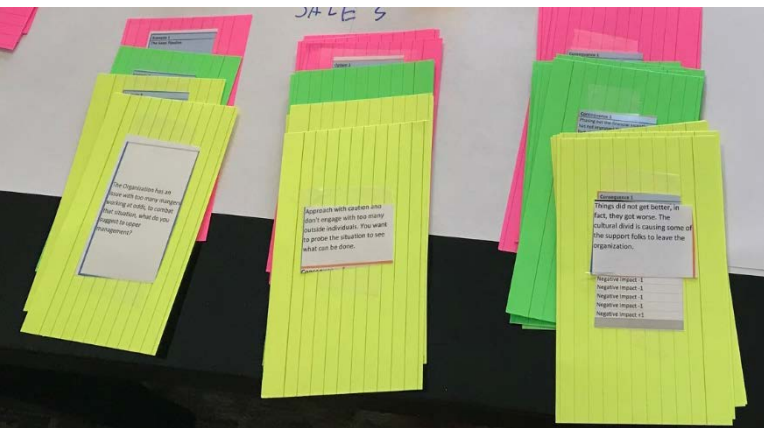




# 60-Minute Game Development: Yes!



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# Activity: Hands-On Design Session

## Your Task

- Create a 10 minute game paper prototype.

## The Process (approximately 30 minutes)

- Team up.
- Use worksheet for learning goal, audience, etc.
- Choose your core dynamic and game goal.
- Draw, sketch, design your game. Write rules.
- Play game to test.



# Basic Game Lingo

**Game goal –**  
what player(s)  
have to do to  
win.

**No goal. No game.**

**Core Dynamic**  
what game  
play is about;  
what you  
have to do to  
win.

**Pick a dynamic to  
design around; it's  
easier to get  
started that way.**

**Mechanics**  
rules for  
players; rules  
for system.

**Rules define how  
people achieve the  
goal. Don't make  
too hard or too  
easy.**

**Game  
Elements**  
Features that  
help immerse  
you in game  
play

**Tinkering with one  
feature can  
entirely change  
play experience**



# Basic Game Lingo

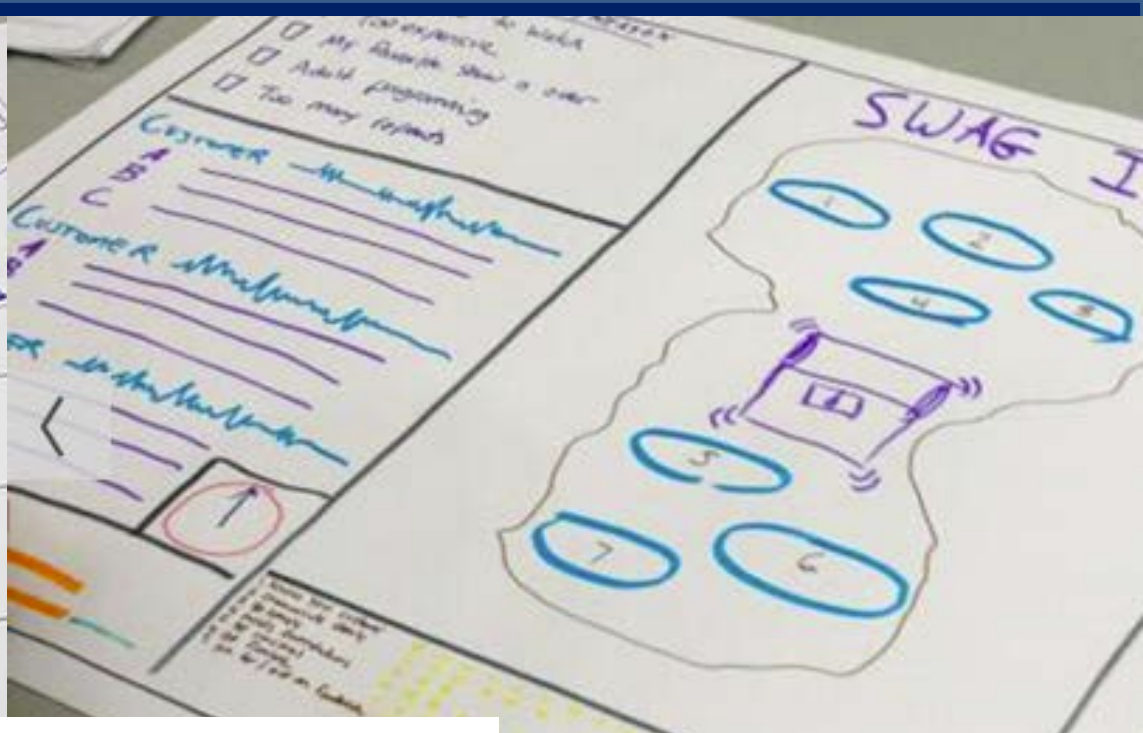
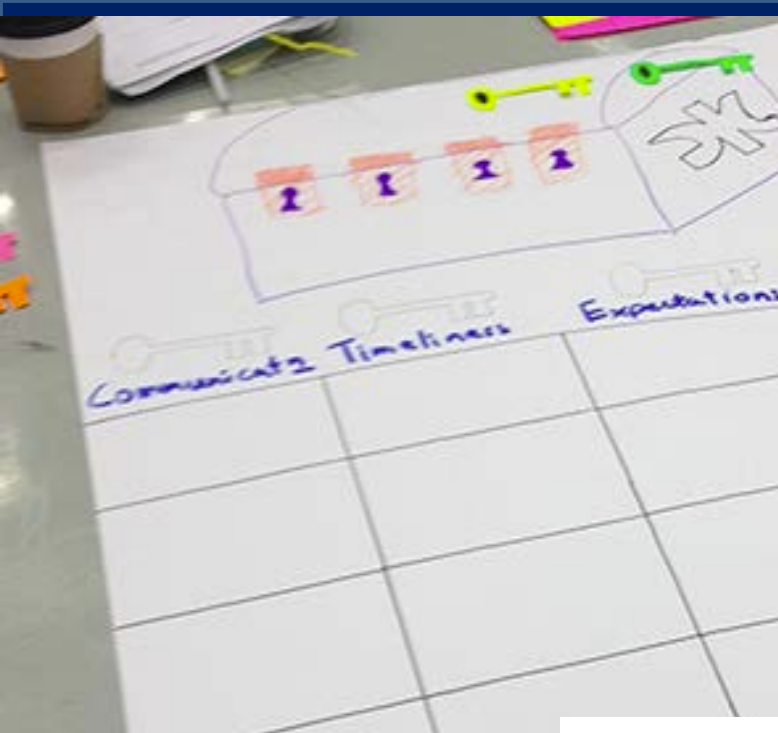
## Core Dynamic:

- Alignment
- Territory Acquisition
- Exploration
- Resource Allocation
- Collection
- Race to the Finish
- Outwit
- Rescue or Escape

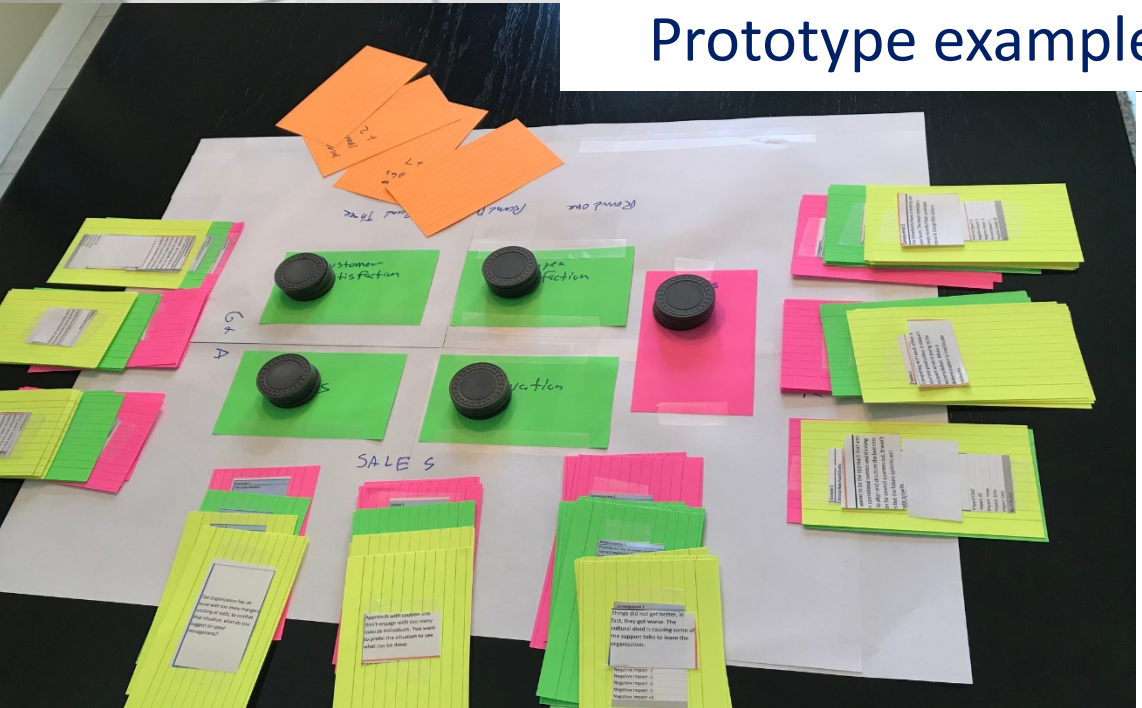
## Example:

- Tic Tac Toe, Candy Crush
- Risk, Monopoly
- Minecraft, Legend of Zelda
- Catan, Magic the Gathering
- Go Fish!, Pokémon Go.
- Candy Land, Racing Car Games
- Chess, Stratego
- Capture the Flag, Forbidden Island





## Prototype examples





# What can you learn from a learning game prototype?

- Effectiveness of game experience in fostering learning.
- Level of engagement. Do you have a “fun enough” game goal and is your core dynamic one that keeps people interested?
- Effectiveness of game elements. Do the elements support your learning experience or detract from it?
- Clarity of rules. How they impact the fun and the learning.
- The cognitive load on the learner.
- How complex the game might be to produce (w/out the expense of producing it before you find out!!)



## GAME ELEMENTS

- **Type of Game:** Board or Card Game. (use index cards and/or flipchart paper)
- **Length of Play:** No more than 10 minutes.
- **Learning Goal:** Identify a common customer complaint and apply a method to avoid or remedy the complaint.
- **Audience:** Retail Sales Associates or Customer Service Representatives.
- **Core Dynamic:** Race to the Finish, Matching/Alignment, Collecting.
- **Game Goals:** Discover Gold, Save the Spy, Build the Pizza or your own team's choosing.
- **Mechanics:** Turn-based Game, 2-4 players.
- **Game Elements:** Time, Chance, Aesthetics, Competition, Cooperation, Resources.

## **CONTENT**

### **Preparing to Travel Internationally:**

- Get Your Passport
- Check to see what Visa's you need.
- Consider international phone plan or obtain international SIM card
- Obtain a travel adaptor
- Let credit card company know you are travelling abroad.
- Read or study about the counties you will be visiting.

### **Hotel Travel Safety Tips:**

- Always lock the door when you are in the room.
- Check with front desk if a “hotel employee” knocks on door unexpectedly.
- Know there the fire escape and stairs are located.
- Grab a card from the hotel with its address and contact number when you go out of the building.
- When you leave the room, consider hanging “Do Not Disturb” sign and turn on TV low volume.

