"CLASSROOM GAME DESIGN? YES, YOU CAN!"

Time: MW 6 – 8 PM
Duration: 3/4/24 – 4/10/24

Industry Expert: Dr. Christienne L. Hinz, Professor Emerita of History
Designer of Gaming World History
Academic Expert: Dr. Andrew D. Devenney, Associate Director, Center for Learning through Games and Simulations, Central Michigan University

Are you a K – 16 educator, corporate trainer, or instructional designer who uses or wishes to use game-based learning in your classroom, but can't find or adapt a hobby game that fits your subject matter, classroom constraints, or desired learning outcomes?

Are you a committed tabletop/role-playing gamer who is also a K – 16 educator, corporate trainer, or instructional designer curious about the similarities and differences between hobby game design and educational game design?

Are you a hobby game designer interested in learning how to design games for classroom applications, but don't know where to begin?

Classroom Game Design? Yes, You Can! will take you on a six-week deep dive into the differences between hobby game design and classroom game design. Participants will develop game concepts specific to their areas of expertise. We will examine ways of designing not just effectively but *efficiently*, using design jams to turn mere "ideas" into actual mechanics. By the end of the course, you will have designed frameworks for 1 - 3 educational games you can build on to design customized games that service your classroom needs.

Required Materials:

Assorted dice	Colored pencils	Index cards
Playing cards	Scissors	Glue stick
Assorted markers	Pennies	Assorted paper

INSTRUCTOR'S SYLLABUS

PART ONE: GETTING OUR FEET WET!

…in which we develop a lousy game as fast as we can…

WEEK ONE: What's in a Game?

Monday, March 4th, 2024: Course Introduction and Orientation

Design Jam# 1

Wednesday, March 6th, 2024: Subject-Driven Design: aka "Hobby-game Mindset"

Design Jam #2

Due:

- Draw, sketch, cartoon, scribble, write out a flowchart, or develop an outline for a subject, a lesson, a unit, or a set of skills that you would like your students to encounter in a game. Where applicable, include themes or materials you would like your students to work with. Assume your audience is unfamiliar with your field. **Upload to Google Drive.** Be prepared to share your work with the class and to discuss.
- Continue to noodle with your design. Consider:
  - Swapping your choice of the additional mechanic.
  - Adjusting the sequence of play.
  - Refining the winning conditions.

WEEK TWO: What Have We Made – So Far?

Monday, March 11th, 2024: Game #2 Demo/Presentations

Due:

- Do AT LEAST one complete play-through of your Jam#2 game.
- Make adjustments to the game where necessary or interesting.
- Prepare to demo your game. Include images in PowerPoint slides wherever helpful.

PART TWO: NARROWING OUR FOCUS

…in which we identify the game we MUST design rather than the game we "can" design…

Wednesday, March 13th, 2024: Assessment-Driven Game Design – GCDs vs. GMDs.[1]

Due

- Examine "Classic Mechanics" and "Player Movement Mechanics" located in the Mechanics Folder in Google Drive.

[1] *"Game Can Do's vs. Game Must Do's"*

WEEK THREE: Solving for Core Mechanics

Monday, March 18th, 2024: The Deeply Functional Rubric

Design Jam #3

***Due**:*

- Examine: "Control Player Choice," and "Game Space Interaction," in the Mechanics folder located in Google Drive

Wednesday, March 20th, 2024: From Assessments to GMDs to Core Mechanics

Design Jam #4

***Due*:**

- Finalize and polish the deeply functional rubric begun in Design Jam #3. Be prepared to discuss your rubrics. **Upload to Google Drive.**
- Examine: "Player Movement Mechanics" and "Player Interaction Mechanics," in the Mechanics Folder located in the Google Drive.

PART THREE: GAME DESIGN FOR YOUR CLASSROOM

…in which we design lousy games customized to OUR students' needs…

WEEK FOUR: Designing with Best Practices in GBL Pedagogy

Monday, March 25th, 2024: Classroom Constraints and Your Imagined Game

Design Jam #5

Due:

- Finalize and polish your three assessment tools. **Upload to Google Drive.**

Wednesday, March 27th, 2024: Designing for Playability and Iteration

Design Jam #6

Due:

- Come to class having completed AT LEAST one play-through of your Design Jam #6 game. Make adjustments to the game where necessary or interesting.

WEEK FIVE: Design Sprint!

Monday, April 1: Winning Conditions: GBL Best Practices

Design Jam #7

Due:

- Continue to tinker with/improve the results of Jam #6. Consider any of the following:
  - Altering your winning condition(s): retool your game
  - Mechanizing a third GMD and then integrating it with the first two: deepen your game
  - Mechanize a new GMD: start a third game based on your BEST assessment vehicle
- Be prepared to discuss what you've been thinking and doing.

Wednesday, April 3rd, 2024: Disciplined Self-Assessment

Design Jam #8

Due:

- Continue noodling with your mechanic. Consider any of the following:
  - Alter your winning condition(s): retool your game
  - Rearrange the play loop(s): reorganize your game
  - Mechanize an additional GMD and then integrate it with what you've been working on: deepen your game
  - Mechanize another GMD: start another game based on a different assessment tool.
- Use the "Design Jam 7 – 9 Instruction Manual" form located in the Form folder in Google Drive to begin working on an instruction manual for your game.

WEEK SIX: What Have We Made – So Far?

Monday, April 8: Final Sprint!

Design Jam #9

Due:

- Do AT LEAST one complete play-through of your Design Jam #8 game. Make adjustments to the game where necessary or interesting.
- Use the self-evaluation form to evaluate your work.
- Submit the completed instruction manual for your game (Yay! You've designed a lousy classroom game!). **Upload to Google Drive.**

Wednesday, April 10, 2024: Game Demos/Presentations

Due:

- Prepare a demonstration presentation of your game(s) to share with the class. Include images in PowerPoint slides wherever helpful. **Upload to Google Drive**
- Self-Assessment form. **Upload to Google Drive.**