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Assignment: Instructional Game Design

Basic Description:

You will create a prototype of a low-tech game, either a board game or card game. It must be a learning game focused in the cognitive domain.

You may work in a group of 2-3 on this assignment if you like.

Why a board or card game?

We're creating board games precisely because they're not digital. Most of you do not yet have the skills to create a digital game. Your focus should be on how to create learning interactions in a game-type environment (think about the rules of game play, etc.)

Your game must include:

- Rules sheet
- A prototype of all necessary parts/game pieces. These should be physical objects. You'll share them in class, but we can also take digital photos so you can represent them online in your portfolio at the end of the semester.

You also must submit a brief paper (no more than 3 double-spaced pages) that details the following elements:

- Description of learner audience
- Learning objectives addressed by the game, labeled by cognitive type (see Garris et al article, p 456)
- Goal of the game
- How the learning objectives and game goal are interrelated
- Types of learner interactions (brief description)
- Types of learner feedback (brief description)
- Level of learner control (brief description)
- Why/how the game motivates learners

We'll do a bit of show and tell with the games in class on the due date.

You will be graded on how your game addresses issues covered in the paper. Your game should be neatly done, but you are not expected to be a graphic design genius.

How To Submit:

Submit your game in class, but submit your accompanying paper in Blackboard under Assignments (necessary to trigger the gradebook item). If you work in a group, everyone should submit the paper (same paper) to trigger their individual gradebook items.