

Kingsborough Community College
KCTL: Game Based Learning Faculty Interest Group
Game Development Organizer

Learning Objectives

What do you want players to get out of playing your game? Do you want them to gain specific knowledge, or practice integrating several concepts, to evaluate possibilities or viewpoints?

Genre

What kind of game will you create? Do you have an inspiration in mind?

Role-Playing Game (Dungeons and Dragons)	Physical Game (Any Sport)	Puzzle Game (Jigsaws or Crosswords, Sudoku)
Scavenger Hunt	Board Game (Monopoly, Chutes and Ladders)	Race (CandyLand or Trouble)
Card Game (Go Fish or Poker)	Strategy Game (Chess or Risk)	Trivia Game (Trivial Pursuit or Jeopardy!)

Mechanics

How will your players move throughout the game? What will they do?

Pick a few if you need to

(Definitions and more can be found at <http://www.boardgamizer.com/mechanics>)

Movement	Debate/Convincing/Bluffing/Negotiation	Resource Management
Taking Turns	Answering Questions	Disabling the Opponent
Structure Building	Trading	Varied player skills or roles
Meeting Goals/Cooperation	Puzzle Solving/Deduction	Points

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Goals

What do the players have to accomplish in the game? What kind of information is going to be acquired, exchanged or changed?

Time and Setting

How long will the game take?

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Ending

How does someone win the game? How do you know the game is over?

Materials

What materials do you need to make/have to play the game?
