# Game Design

Research Paper for the 21st Century

# What?

- Analyzes a perspective
- Presents Your Own Thinking
  - Backed up by Others Ideas and Information

the
GAME
DESIGN
TOOL KIT
PRESENTED BY
LEARNING GAMES NETWORK & FABLEVISION

3:21 PM
the
GAME
DESIGN
TOOL KIT
Teacher
Handbook
PRESENTED BY
LEARNING GAMES NETWORK & FABLEVISION

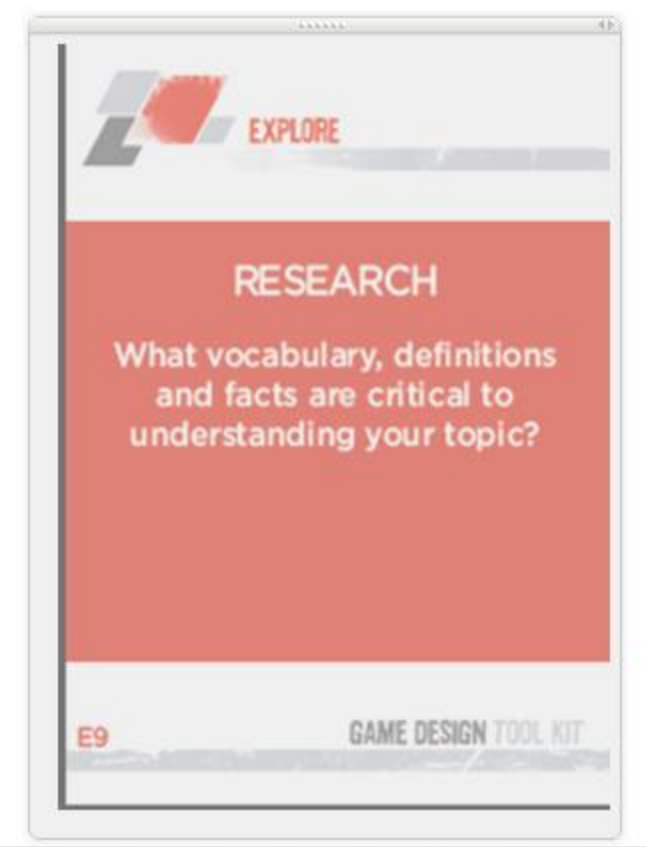
Explore
Discover
Create
Share

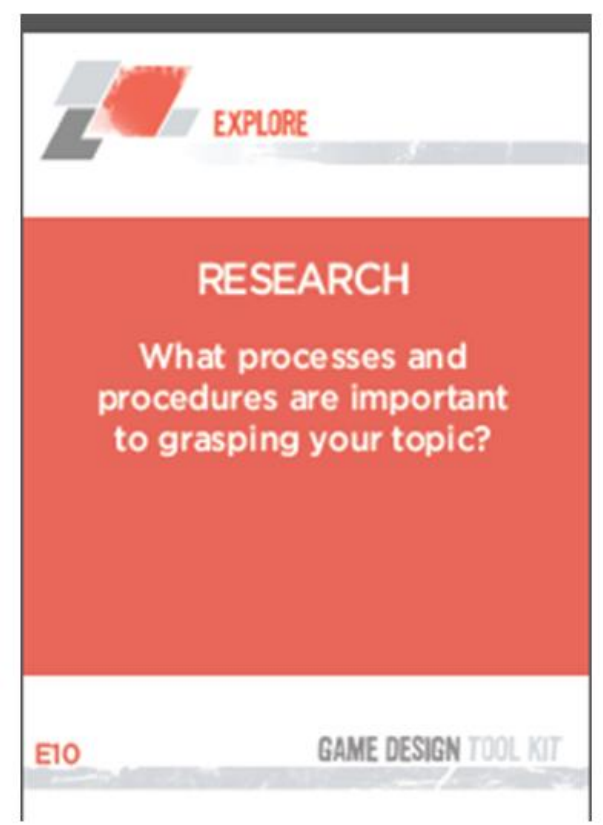
Explore

EXPLORE
RESEARCH
What do you want to learn more about?
What do you want to help others understand?
E1
GAME DESIGN TOOL KIT

Biologist helping Ari with research for The Luco Knights MIT Game Jam

Explore


EXPLORE
RESEARCH
What vocabulary, definitions and facts are critical to understanding your topic?
E9
GAME DESIGN TOOL KIT


EXPLORE
RESEARCH
What processes and procedures are important to grasping your topic?
E10
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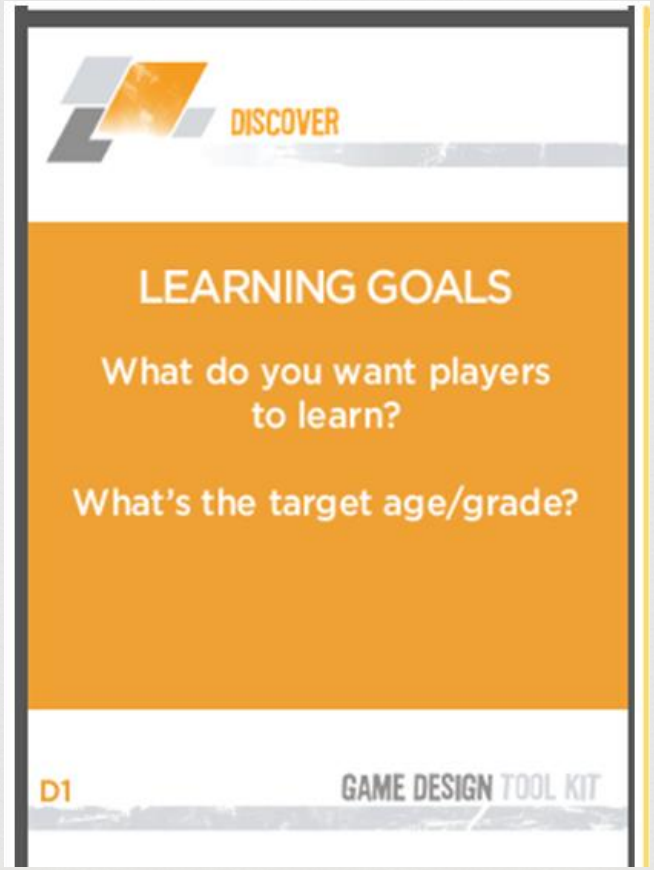
Discover


DISCOVER
LEARNING GOALS
What do you want players to learn?
What's the target age/grade?
D1
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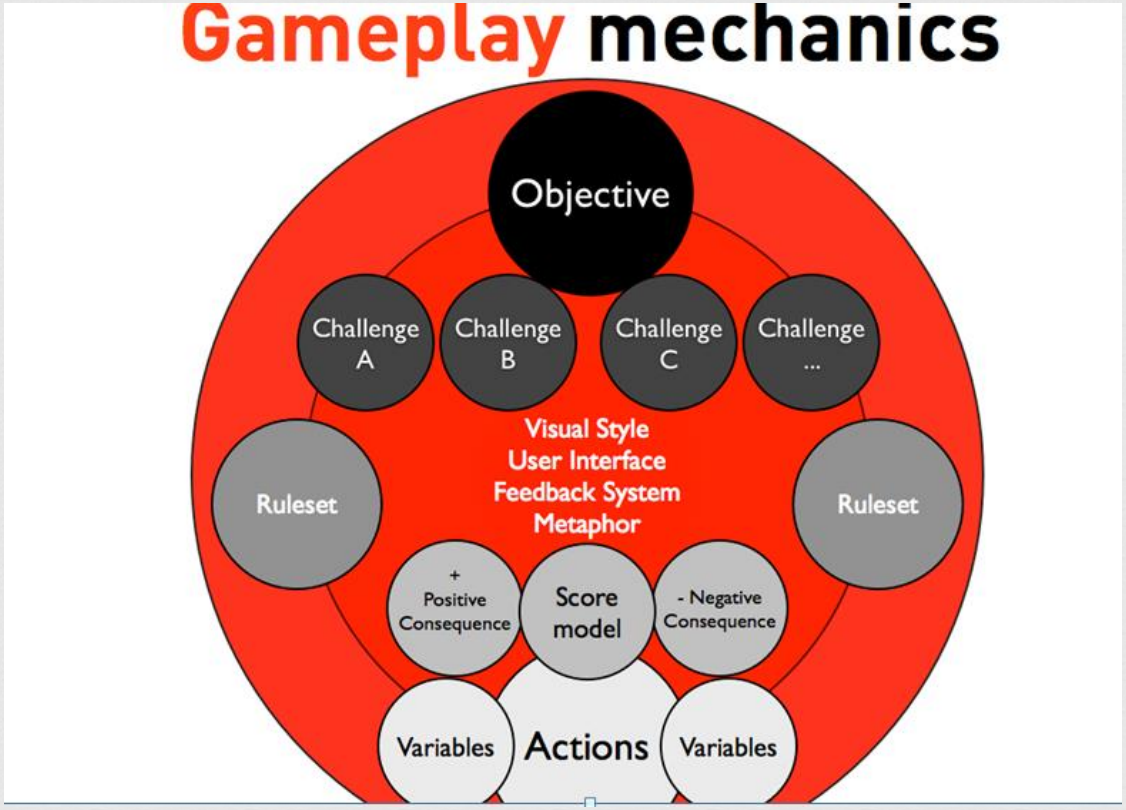
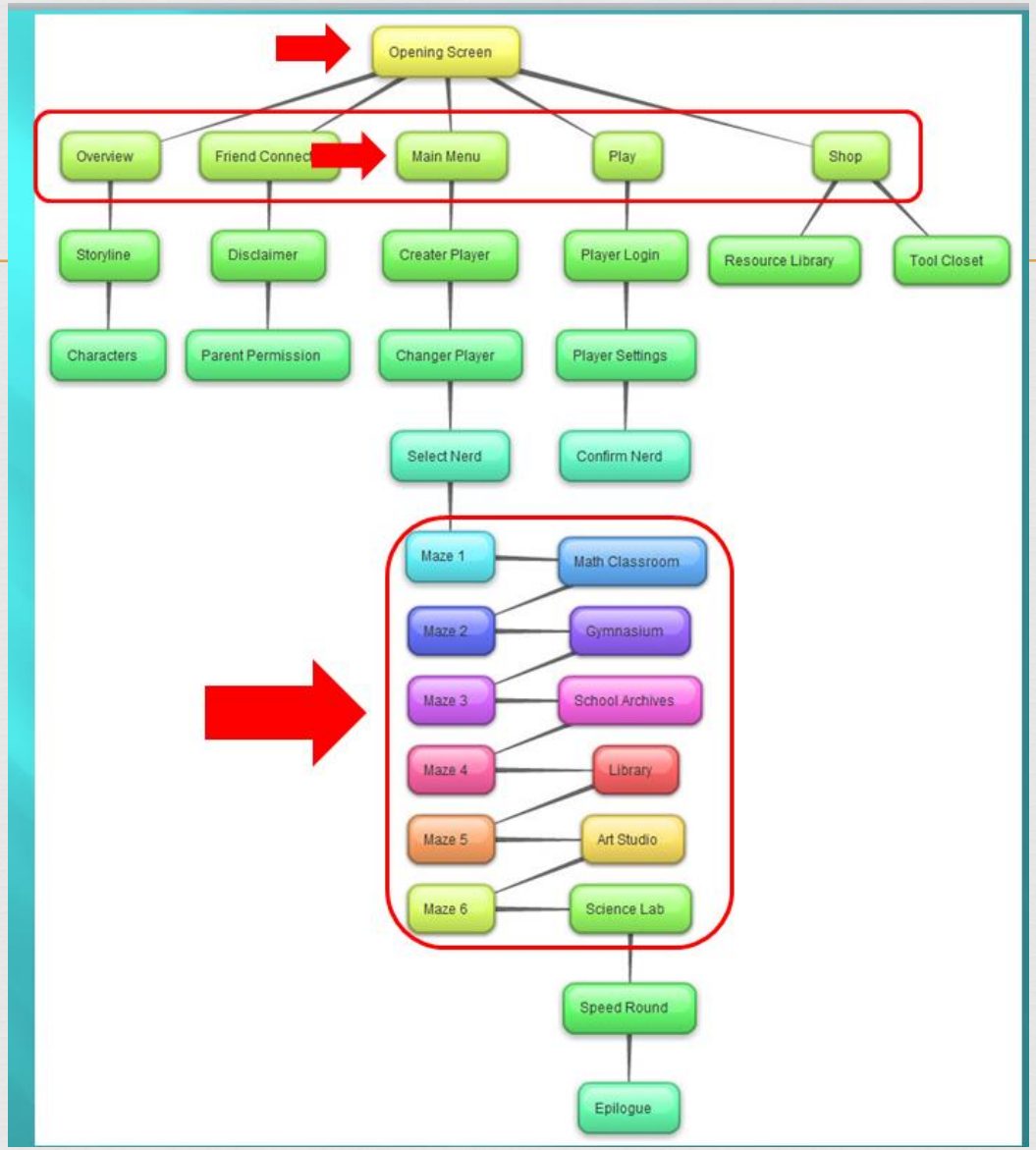
Discover


Gameplay mechanics
Objective
Challenge A
Challenge B
Challenge C
Challenge ...
Visual Style
User Interface
Feedback System
Metaphor
Ruleset
Ruleset
+ Positive Consequence
Score model
- Negative Consequence
Variables
Actions
Variables

Game Flow This was created by Middle Schools Students.



Discover

# Sample Characters

Kimmie the Karate Girl

Greg the Gamer

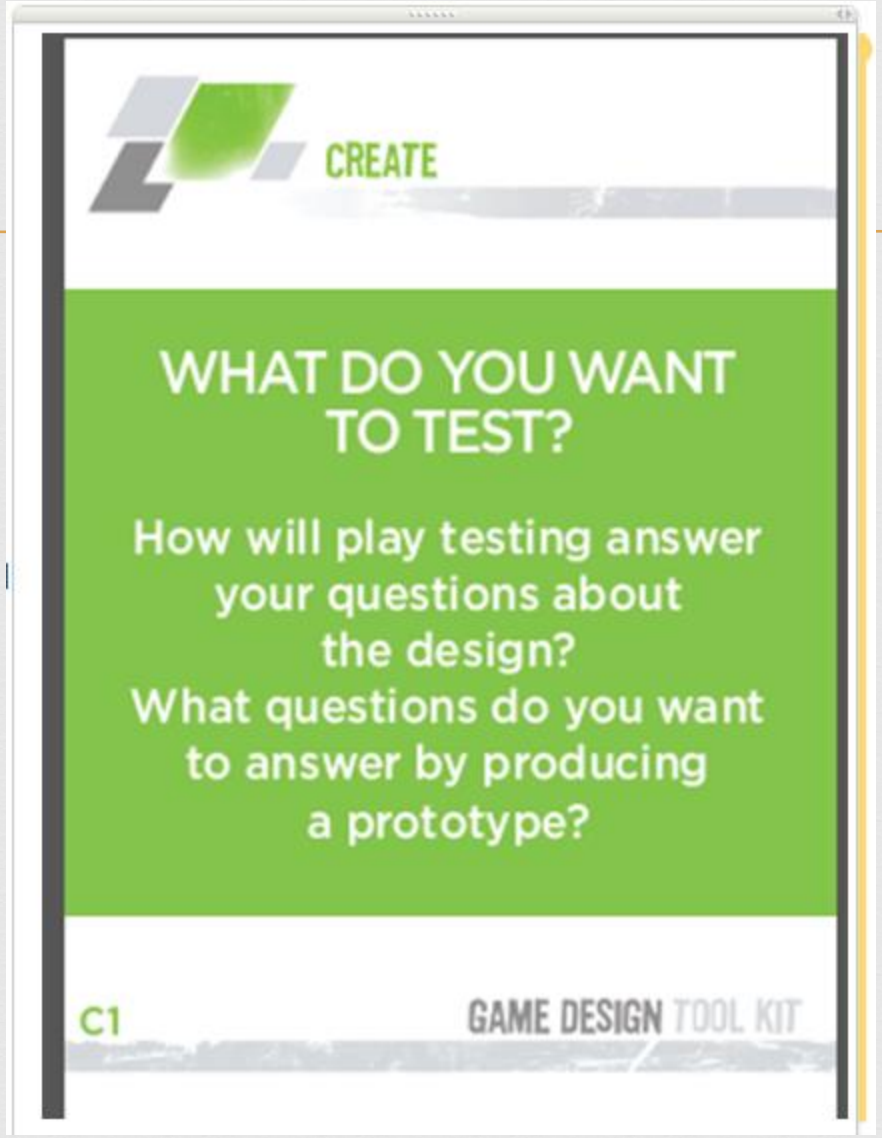
Ned the Neat Freak

Becca the Bookworm

Standard Male Zombie

*The entire collection of characters can be found in the Resource Journal.*

Create


CREATE
WHAT DO YOU WANT TO TEST?
How will play testing answer your questions about the design?
What questions do you want to answer by producing a prototype?
C1
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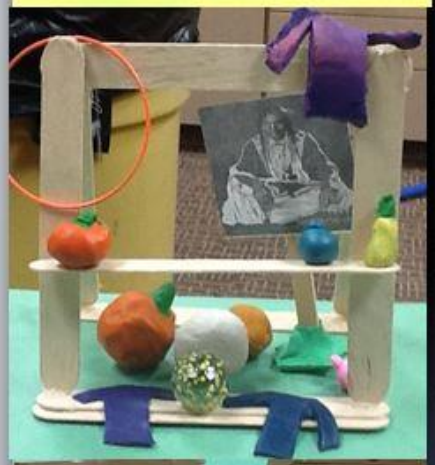
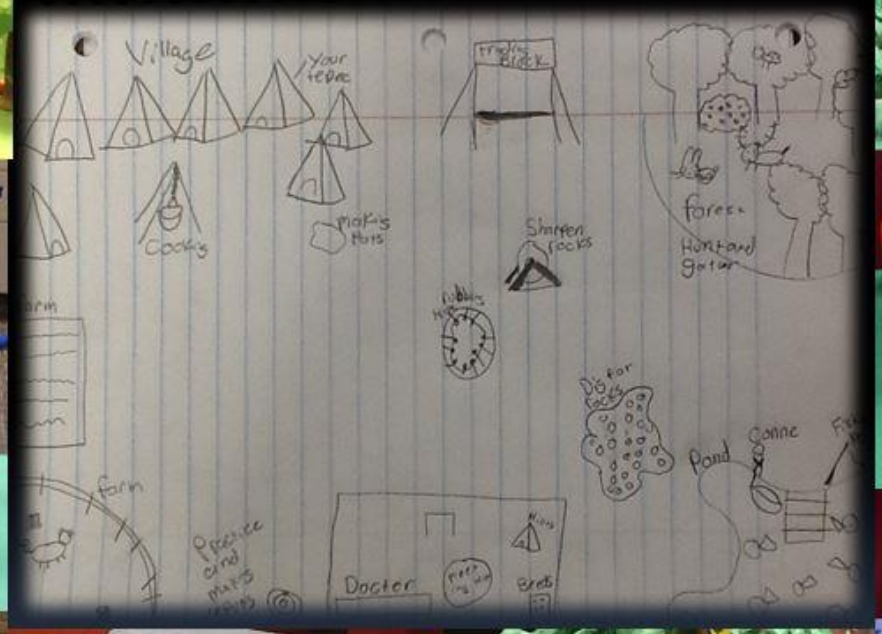
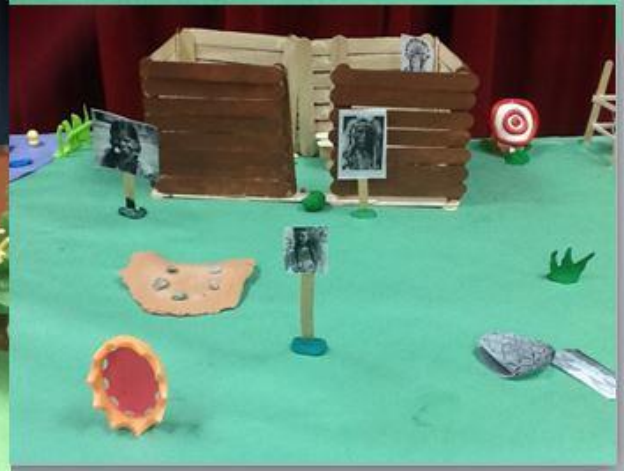
Create

# Original Sketches and Art created for Prototype





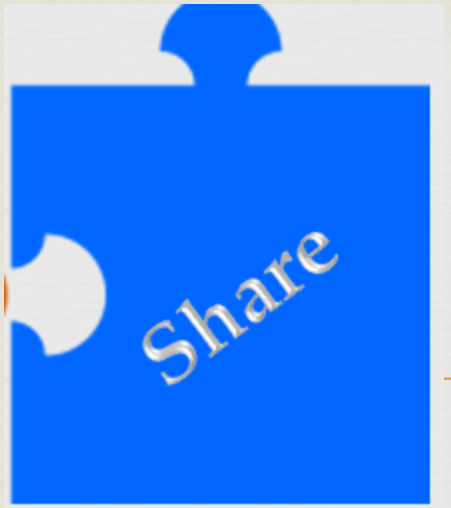


# Miscellaneous Issues

The hardest part of the design process was collaboration with each other in a short amount of time. With our school schedule this year we only had 5 weeks with 40 minutes classes to work on this project. As we began researching we all had a lot of ideas that we wanted to include in the game. We had to focus our discussions on the level of the game that we would use for our prototype so that we could get a prototype complete. We really wanted our prototype to look and feel like the real game therefore we spent a lot of time researching & creating objects in our game for the players to use so that it would be interactive. Although the board prototype was fine and everyone played with ease, it will be a lot better as a video game. We think teachers & students would like it best as an iPad app, however we do not have the technology skills or knowledge yet to allow us to create a video game. As we get older and learn more about creating apps, we think it would be a lot of fun to create this game

Create

Prototyping
The Luco Knights (white blood cell game)
MIT Game Jam


Share

SHARE
WHAT IS YOUR FINAL DELIVERABLE?
Will it be a formal game design document or functional specification?
Poster or flyer?
Class presentation?
S1
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