



the  
**GAME**  
**DESIGN**  
**TOOL KIT**  
Teacher  
Handbook

PRESENTED BY  
**LEARNING GAMES NETWORK & FABLEVISION**

# PowerPoint Version

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GDTK-Hand  
book-v1[1]

# Pdf Version

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GDTK-Hand  
book-v1[1]

# `Teaching Game Design

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## Game Star Mechanic(GSM)

It a great place to start with students to introduce the elements of game. The first 5 lessons in GSM are free and these lessons give the students a background in the terminology and the basics of game design.

<http://gamestarmechanic.com/>

Videos that explain the basics of game design

<http://tinyurl.com/gamedesignbasics>

A More In depth explanation of prototyping

<http://tinyurl.com/PrototypingExpanded>

A couple of Lessons to Get you started

In You be the judge, students play some educational video game and judge them based on a rubric. The goal is to get them started looking at video games from the designers prospective. In the design it challenge students start thinking about the various aspects of game design.



Lesson2-YouBeTheJu...



Challenge-DesignIt\_D...



Challenge-YouBeTheJ...

# Example Course

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## **Introduction to Game Design**

Students Complete Challenge Sheets for 4 games  
Discussion of What makes a good game  
Student complete First 5 Lessons of Game Star Mechanic  
Students View Videos Basics of Game Design.  
(4-6 Hours)

## **Starting to Think Like a Designer**

Students pick a game from Brain Pop Games and fill out the design it challenge worksheet for that game. (1 Level)  
Students develop a Game Flow Chart for the Brain Pop Game they chose.  
(1 1/2-2 Hours)

## **Starting the Design Process**

In groups of 3-5 students start working in the Game Design Student Notebook  
Students Complete the Explore Section  
Students Complete the Discover Section  
(7-10 Hours)

## **Prototyping and Play testing**

Students Create Paper Prototype  
Students conduct Play testing  
Students revise Prototype based on Play testing  
(3-5 Hours)

## **Documentation**

Students use notes created in the Explore Discover and Create sections of the Student Notebook to complete the Design Documents.  
Students Create a final Game Flow Chart  
(3-5 Hours)

## **Share and Celebration**

Students prepare deliverables to share their work with others  
[Deliverables can be formal presentation, Poster session with gallery walk, "Science Fair" type presentations etc..]  
Celebrate Student Success- Best in Show, best flow chart, best use of graphics, etc...  
  
(2-3 Hours Prep, 1-2 hours presentation and celebration)

## Game Design and the Common Core

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### Connection to Common Core Standards

Produce clear and coherent writing in which the development, organization and style are appropriate to task, purpose and audience

Write narratives to develop real or imagined experiences or events using effective technique, relevant descriptive details and well structured event sequences

Use technology, including the Internet, to produce and publish writing and present the relationships between information and ideas clearly and efficiently

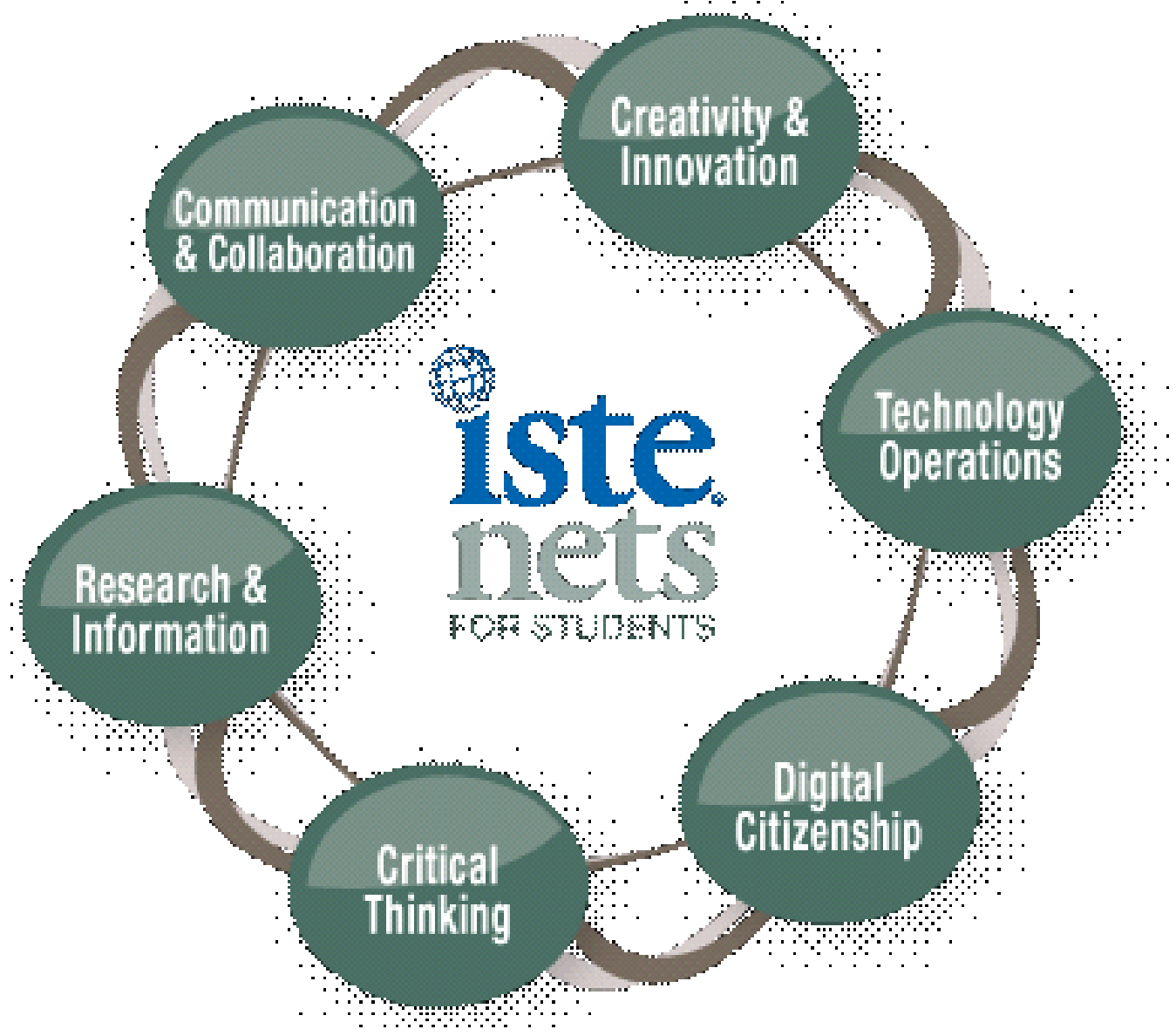
Use precise language and domain-specific vocabulary to inform about or explain the topic.

### **Four Points of Emphasis for Common Core**

- 1- Stress Real World Relevance** - We know from research that students will find something much more valuable and interesting if they see the value in it.
- 2 – Encourages deep content with application through higher order thinking skills** – Find and evaluate evidences, strong content knowledge, comprehend and critique
- 3 – Problem Solving with a Global Perspective** – Students understand other cultures and perspectives. Standards were based also on global perspective so that our students would be ready to compete in a global market.
- 4 - Integrated technology and media literacy** – Teaching students how to approach problems with technology. Students will approach problems with technology and be able to evaluate it and use it. How often do you Google something, watch a YouTube video to learn something? How does a student learn to answer their own questions, and do it in a way that is repeatable? Teachers can model how to use technology to do this.

# Game Design and NETS

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# Game Design for Visual Learners

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