

Skype Meeting 2 - Educational Gamification Group Meeting with Commissioner Martijn Koops

Date: 18th November 2013

Participants: Martijn Koops, Anika, Mircea, Tiago, Rashmi

Location: Drebellweg Room

Contents:

- Freeze target age groups : 15 – 18 years
- Remarks on size of team : To develop game for a student team of 20 , of a possible combination of 4x5
- Team Question : At what point of time is the student expected to play the game:
 - Answer : An environment where student can access the game any time, Mentions mine craft , city plan , re organise , put them in lane
- Flow of Game
 - Initial stock of resources
 - Workers strategy , allocating decisions(get them interested , give more power to work with)
 - Players need something to get through further in the game
 - Gifting resources, equipment, houses, workers, building area, powerful mechanics
- Irreversible Choice Paths, w.r.t neighbourhood, Earn the right to reverse
- Start with small assignments and celebrate the success with steps
- Mentions Sim city techniques , Will Wright keynotes
- Decoration of home idea (to be considered by team)– Team pushes the decorating the flag idea
 - Colour of the house, accessorising the environment
- Some players go for strategy , others for customising their property, plan accordingly, explore the 4 player types (Will Wright)
- To start drafting the Game Design Document , in corporate Game Mechanics , make the game really cool .. It's okay if the student gets addicted to the game instead of the class ;)! Medieval Art usage is okay and good.
- Resource generation : More often the better , motivate students to go to class. If they want to play during class hours => Well , we have done a great job then!