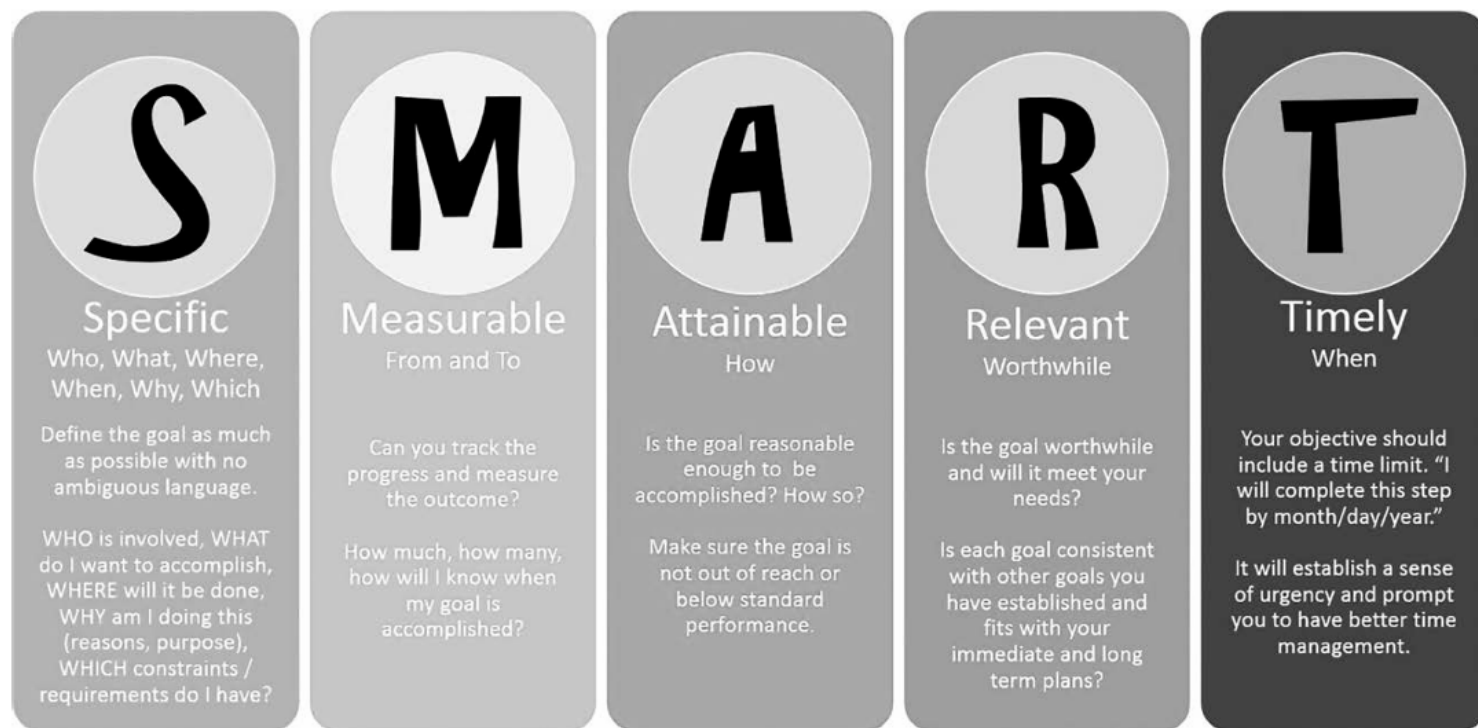


Lecture9 Game Design Management

1. Smart Goal-Setting

Proposed by George T. Doran



- **Specific:** make the assignment instructions as clear and complete as you can
- **Measurable:** judge people's effort as fairly and consistently
- **Achievable:** the assigned task can be completed by virtually all students within the time limit given
- **Relevant:** know the intended purpose of every week's content and task, every assignment should have a distinct place in the march toward the end goal
- **Timely:** decide how long taken for the project and establish the deadline

2. Backward Design

popularized by Jay McTighe and Grant Wiggins in 1998

Start at the end envision result of our project and work backward from there

