

Design Documentation

Game Name: Chapter V

Vision:

Learning how to create visualization for hard-to-draw topics and experiencing that visualization helps with gaining knowledge about new topics, with the hope that teachers will implement the experience in class.

Major Gameplay Concepts:

It is a semi-digital game that combines drawing and discussion. It also serves as a playful platform for teachers to learn about effective visualization and gain knowledge about learning science. The discussion session encourages players to study the concepts of learning science by arguing about important and irrelevant features of the drawings. Furthermore, by playing both versions of the game (Chapter V: Begin and Re: Chapter V), players can see their progress both in understanding the topics and in visualizing their thoughts.

Thirty Seconds of Gameplay:

All players draw the topics displayed on their smartphones within the time limit showed by the screen. Then, they match all drawings with the topics. For each topic, the players then read the description together while one player whose topic is shown on the screen reveal the answer. They then discuss and argue which features of the drawing are necessary or unnecessary. This process is repeated and the game ends when at least one of the players get more than or equal to 45 points.

Risks:

This game depends on the dynamic of the group because of the discussion round; it might be hard to play if the players are not comfortable in arguing with each other. Furthermore, since this game involves drawing, some people who are indifferent to doodling might not find the game enjoyable.