Creating New Goals

Students each design two new goal cards (they shouldn’t be similar to any goal cards they’ve played).

* Make simple goals with good decision-making.
* Students about working backwards to help them think more abstractly about how to create good decision-making from the beginning.

New Goal 1

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New Goal 2

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Which goal would you like to use and why?

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**Your New Goal**

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**Was your goal well Designed? Why/Why not?**

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Evaluate your goal / Modified version of the game based on the following criteria. You will use a rating of 1 through 5. One being very bad and five being really good.

| **Criteria** | **Rating (1-5)** |
| --- | --- |
| **Innovation**   * Is the card unique? Would this delight a player? |  |
| **Depth (Gameplay)**   * Does the goal have good gameplay? * Does it promote strong decision-making? Can it cause players to consider their decisions with respect to other players? |  |
| **Complexity**   * Is the goal simple and does it have gameplay depth (many situations can arise)? * Ideally, a goal should be as simple as possible, while being as deep as possible. |  |
| **Cohesion (Not relevant for this specific activity)**   * How well do the thematic, narrative, type of fun, and mechanics work together to produce a high quality design? |  |
| **Satisfaction**   * Was the goal fun? The goal may have good depth, but sometimes not be fun (especially if it’s complex). Did it result in actions that were satisfying? * What kinds of fun did the card appeal to? Goals that explicitly target certain types of fun are likely to produce high satisfaction for players who like that kind of fun. A goal which encourages players to plan their turn, such as “gain a point by touching each other player’s football once,” may be particularly resonant with a player who enjoys the “challenge” type of fun. |  |
| Total |  |

**What changes would you make to your goal / game based on how you evaluated it above?**

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