Lesson 7 - Game Premise

In this lesson, students will learn the importance of developing a strong premise for a game and how to effectively communicate their game idea through an "elevator pitch." They will explore the elements of a game premise, including establishing players, goals, and opposition. Through group brainstorming and collaboration, students will develop their own game premise and prepare an elevator pitch to present to the class. This lesson aims to enhance students' critical thinking, communication, and presentation skills while fostering creativity and innovation in game development.

Objectives:

- Students will be able to develop a premise for their game, including establishing players, goals, and opposition.

- Students will be able to present an "elevator pitch" to effectively communicate their game idea to the class.

Materials:

- Whiteboard or chart paper

- Markers

- Index cards or small slips of paper

- Timer or stopwatch

Bell-Ringer Activity:

1. Write the following prompt on the board: "Think about your favorite video game. What makes it enjoyable and engaging? Discuss with a partner."

2. Give students a few minutes to discuss their favorite video games and share their thoughts with their partner.

Introduction:

1. Begin the lesson by explaining the importance of developing a strong premise for a game. Emphasize that a well-developed premise helps to engage players and create a compelling gaming experience.

2. Discuss the elements of a game premise, including establishing players, goals, and opposition.

3. Explain that students will be developing their own game premise and presenting an "elevator pitch" to the class.

Direct Instruction:

1. Provide a brief overview of what an "elevator pitch" is and why it is important in the gaming industry. Explain that an elevator pitch is a concise and persuasive summary of a game idea that can be delivered in the time it takes to ride an elevator.

2. Share examples of elevator pitches for popular games to illustrate the concept.

3. Discuss the key components of an effective elevator pitch, such as a clear and concise description of the game, highlighting unique features, and capturing the interest of the listener.

Guided Practice:

1. Divide the class into small groups.

2. Distribute index cards or small slips of paper to each group.

3. Instruct each group to brainstorm and develop a game premise, including players, goals, and opposition.

4. Encourage groups to collaborate and discuss their ideas, ensuring that each member has a chance to contribute.

5. Remind students to consider the elements of an effective elevator pitch as they develop their game premise.

Independent Practice:

1. Give each group a few minutes to finalize their game premise and prepare their elevator pitch.

2. Instruct each group to select a representative who will present the elevator pitch to the class.

3. Set a time limit (e.g., 2 minutes) for each elevator pitch.

Exit Ticket:

1. Have each group present their elevator pitch to the class.

2. After each presentation, allow time for questions and feedback from the class.

3. Distribute exit tickets and ask students to write down one thing they learned about developing a game premise and presenting an elevator pitch.

Closure:

1. Recap the importance of developing a strong game premise and delivering an effective elevator pitch.

2. Discuss any common themes or elements that emerged from the elevator pitches.

3. Encourage students to continue developing their game ideas and refining their elevator pitches.

4. Preview the next lesson, which will focus on creating game prototypes based on the developed premises.

Common Core Standards:

- CCSS.ELA-LITERACY.SL.9-10.4: Present information, findings, and supporting evidence clearly, concisely, and logically, such that listeners can follow the line of reasoning and the organization, development, substance, and style are appropriate to purpose, audience, and task.

Activities: