Brainstorming Game Ideas

Certainly! In this activity, students will be working in groups to brainstorm game ideas that incorporate a specific core game mechanic. The core game mechanic refers to the central gameplay element or rule that drives the game and makes it unique.

For example, if the assigned core game mechanic is "resource management," students will need to come up with game ideas that involve managing and allocating resources effectively to achieve specific goals or objectives.

The goal of this activity is to encourage students to think creatively, collaborate with their peers, and apply their understanding of game mechanics to design engaging and innovative game concepts.

Here are the instructions for the activity:

1. Divide the class into groups of 2-3 students.

2. Assign each group a specific core game mechanic. This can be done randomly or by the teacher's choice.

3. Provide each group with a brainstorming worksheet or a blank sheet of paper.

4. Instruct the groups to write down their assigned core game mechanic at the top of the worksheet.

5. Give the groups a set amount of time (e.g., 10-15 minutes) to brainstorm and come up with game ideas that incorporate the assigned core game mechanic. Encourage them to think outside the box and be as creative as possible.

6. Each group should write down their game ideas in the provided space on the worksheet. They can also sketch or describe any unique features or mechanics they envision for their games.

7. After the allotted time, ask each group to share their game ideas with the class. This can be done through a presentation or a gallery walk, where groups display their ideas and provide brief explanations.

8. Encourage the class to provide constructive feedback and ask questions about each game idea.

9. Finally, facilitate a class discussion to reflect on the activity. Ask students to discuss the strengths and weaknesses of different game ideas, as well as the challenges they faced during the brainstorming process.

By engaging in this activity, students will not only deepen their understanding of core game mechanics but also enhance their critical thinking, communication, and teamwork skills.

# Game Idea Brainstorming

Core Game Mechanic:

Group Members:

Game Idea 1:

- Brief Description: [Provide a short description of the game idea]

- Unique Features/Mechanics: [Describe any unique features or mechanics that make the game idea stand out]

Game Idea 2:

- Brief Description:

- Unique Features/Mechanics:

Game Idea 3:

- Brief Description:

- Unique Features/Mechanics:

Game Idea 4:

- Brief Description:

- Unique Features/Mechanics:

Game Idea 5:

- Brief Description:

- Unique Features/Mechanics:

Feel free to add more rows if needed.

Remember, the goal of this worksheet is to encourage creativity and innovative thinking. Encourage your group members to think outside the box and come up with unique game ideas that incorporate the assigned core game mechanic. They can sketch or describe any unique features or mechanics they envision for their games.

Once the brainstorming session is complete, each group can share their game ideas with the class and receive feedback. This worksheet will serve as a helpful tool to organize and present their ideas effectively.

# Game Idea Feedback Form

**Instructions**:

1. Please provide constructive feedback for 2 game ideas presented by the group.

2. Consider the strengths and weaknesses of each game idea.

3. Use specific examples or suggestions to support your feedback.

4. Be respectful and considerate in your comments.

Feedback for Game Idea:

1. Strengths:

- [Provide specific strengths or positive aspects of the game idea]

- [Example: The game idea has a clear objective and provides a challenging gameplay experience.]

2. Weaknesses:

- [Identify any weaknesses or areas for improvement in the game idea]

- [Example: The game idea lacks a clear progression system, which may make it less engaging for players.]

Suggestions for Improvement:

- [Offer specific suggestions to enhance the game idea]

- [Example: Consider adding a reward system to incentivize players and provide a sense of accomplishment.]

Feedback for Game Idea:

Feedback:

1. Strengths:

2. Weaknesses:

Suggestions for Improvement: