**Game Design Document**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Game Title**  **游戏名称** |  | | | | | | | | | | | |
| **Gamification**  **Objective:**  **游戏化目标** |  | | | | | | | | | | | |
| **Game goal:**  **游戏目标** | **Description of how to succeed and win:**  说明如何取得成功和胜利： | | | | | | | | | | | |
| Observable behavior可观察到的行为:  OB1:  OB2: | | Conditions of attainment达成条件:  CA1:  CA2: | | | | | Degree of attainment达成程度:  DA1:  DA2: | | | | |
| **Game rules:**  **游戏规则** | **Proposed rules** | | | | **Criteria checklist** | | | | | | | |
| C1 | C2 | C3 | | C4 | | C5 | C6 |
|  | | | |  |  |  | |  | |  |  |
|  | | | |  |  |  | |  | |  |  |
|  | | | |  |  |  | |  | |  |  |
|  | | | |  |  |  | |  | |  |  |
|  | | | |  |  |  | |  | |  |  |
| C1: Rules limit player action.  C2: Rules are explicit and unambiguous.  C3: Rules are shared by all players. (in multiplayer games)  C4: Rules are fixed. (do not change as a game is played)  C5: Rules are binding.(meant to be followed)  C6: Rules are repeatable. (from game to game & on different sets of players）  C1: 规则限制玩家的行动。  C2: 规则清晰明确。  C3：规则为所有玩家共享。(在多人游戏中）  C4: 规则是固定的。(不随游戏进行而改变）  C5: 规则具有约束力（必须遵守）  C6：规则是可重复的。(从一场比赛到另一场比赛，对不同的玩家群） | | | | | | | | | | | |
| **Description of how the game works.**  **(repeat If-Then-Else when it is necessary)**  **说明游戏如何运行。**  **(必要时重复 If-Then-Else）** | 1. **If** a player...   **Then** the player will...  **Else** the player will...   1. 如果玩家...   则玩家将...  否则玩家将... | | | | | | | | | | | |
| **Description of how players can seeks for help when they are stuck**  **说明玩家在遇到困难时如何寻求帮助** | **Diagnostic Feedback (in Tutorial level or first 30 seconds of the game):**  诊断反馈（在教程关卡或游戏的前 30 秒）： | | | | | | | | | | | |
| **Formative Feedback (when trying to overcome in- game challenges):**  形成性反馈（尝试克服游戏中的挑战时）： | | | | | | | | | | | |
| **Summative Feedback ( after game over or failing to pass through a game level):** 总结性反馈（游戏结束或未能通过游戏关卡后）： | | | | | | | | | | | |
| **Description of how you reward players**  **说明如何奖励玩家** | Rewards of Glory(things to take away from the game playing experience)  荣耀的奖励（从游戏体验中获得的东西） | | | | | | | | | | | | |
| Rewards of Sustenance (things for players to maintain their status in the game world): 寄托奖励（供玩家维持其在游戏世界中地位的物品）： | | | | | | | | | | | | |
| Rewards of Access (new locations or resources): 访问奖励（新地点或资源）： | | | | | | | | | | | | |
| Rewards of Facility (enable players to do things they could not do before):  设施奖励（让玩家能够做以前做不到的事情）： | | | | | | | | | | | | |
| **Description of how you judge players (if any)**  **说明您如何评判玩家（如果有的话）** | Punishment (imposing a stimulus) 惩罚（施加刺激） | | | | | | | | | | | | |
| Penalty (removal of a stimulus) 惩罚（取消刺激） | | | | | | | | | | | | |
| **Description of how player interacts with and in the game world**  **描述玩家如何与游戏世界互动以及如何在游戏世界中互动** | Interaction Model (Circle one that applies): 互动模式（请圈出适用的一种）：  ☐ Avatar-based 基于阿凡达  ☐ Multi – presence多存在  ☐ Party-based基于各方  ☐ Contestant-based基于参赛者  ☐ Desktop桌面 | | | | | | | | | | | | |
| Control Scheme and Navigation Mechanisms控制方案和导航机制  ☐ Screen-Oriented Steering 屏幕导向  ☐ Avatar-Oriented Steering 头像导向  ☐ Flying飞行  ☐ Point-and-click点选 | | | | | | | | | | | | |
| Social Interaction Mode (tick ✓ one that applies ):社交互动模式（请勾选适用的一项）：  ☐ Single Player单人游戏  ☐ Two-player competitive双人竞技  ☐ Multiplayer competitive多人竞技  ☐ Multiplayer cooperative多人合作  ☐ Team- based团队  ☐ Hybrid混合型 | | | | | | | | | | | | |
| Type of in-game Movement游戏内移动种类:  Physical Interface物理界面:  Virtual Interface虚拟界面:  Movement Speed移动速度: | | | | | | | | | | | | |
| **Description of how you challenge players**  **说明如何挑战玩家** | Challenge Types (tick ✓ all that apply):挑战类型（在所有适用的选项上打勾）：  ☐ Physical Coordination身体协调  ☐ Exploration探索  ☐ Time Pressure时间压力  ☐ Conflict冲突  ☐ Economic经济  ☐ Pattern Recognition模式识别  ☐ Memory and Knowledge记忆与知识  ☐ Formal Logic形式逻辑  ☐ Conceptual Reasoning概念推理  ☐ Lateral Thinking横向思维  ☐ Spatial Awareness空间意识 | | | | | | | | | | | | |
| **Description of the game platform**  **游戏平台说明** | Tick ✓ all the apply勾选所有适用选项：  ☐ Dice**骰子**:  ☐ Cards**纸牌**:  ☐ Board**棋盘**:  ☐ Pieces**棋子**:  ☐ Quiz/Trivia**问答/琐事**:  ☐ Others**其他**:  ☐ Arcade 街机  ☐ Console游戏机  ☐ Handheld 掌机  ☐ Mobile 手机  ☐ Desktop 桌面  ☐ MMOG网络游戏 | | | | | | | | | | | | | |
| **Description of the gameplay space (tick ✓ all that apply)**  **游戏空间描述（请勾选所有适用的选项）** | Dimension维度  ☐ Zero零  ☐Point in Space空间中的点  ☐ 2D二维  ☐ 3D三维  ☐ 4D四维 | | | Reality现实  ☐ Physical物理  ☐ Alternate替代  ☐ Virtual虚拟  ☐ Augmented增强  ☐ Holographic全息  ☐ Mixed混合 | | | | | | Navigation导航  ☐ Linear直线  ☐ Grid格子  ☐ Divided分割  ☐ Web网络  ☐ Nested嵌套  ☐ Combination组合 | | | | |
| **Story and Narrative**  **故事与叙事** | **Concept Statement**概念说明**:**  **This is a game about (Hero/Heroine) who lives in \_\_\_\_\_\_(game world ) who wants to \_\_(game goal).**  这是一个关于生活在\_\_\_\_\_\_（游戏世界）的\_\_\_\_\_（英雄/女英雄）的游戏，他/她希望\_\_（游戏目标）。 | | | | | | | | | | | | | |
| **General presentation of contents**  **内容的总体介绍** | **ACT** | **Checkpoints**  **检查站** | | **Content (Topics)**  **内容（主题）** | | | | | | | | | | |
| **Act 1 Set up**  **第二幕 设置** | | | **Checkpoints**: **检查点**  **Content (Topics)**: **学习内容（主题）：**  **Game Mechanics**: Rules of the game, card types, and turn structure. **游戏机制介绍、了解文化意义、基本设计原则。** | | | | | | | | | | |
| **Catalyst**  **催化剂** | | | | | | | | | | |
| **Act 2 Turning Points**  **第二幕 转折点** | | | **1st Turning Point 第 1 个转折点** | | | | | | | | | | |
| **2nd Turning Point 第二个转折点** | | | | | | | | | | |
| **3rd Turning Point 第 3 个转折点** | | | | | | | | | | |
| **Act 3 Resolution**  **第三幕 决议** | | | **Climax 高潮** | | | | | | | | | | |
| **Final Confrontation 最后的对抗** | | | | | | | | | | |
| **Resolution/Ending 决议/结束** | | | | | | | | | | |

**Gamification Design Document**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Specific**  **presentation of contents**  **具体内容的介绍** |  | **Timing(seconds)** | | | | |
| 0-30 | 31-60 | 61-120 | 121-180 | After180 |
| What is the players goal?  玩家的目标是什么？ |  |  |  |  |  |
| What do players need to know?  玩家需要知道什么？ |  |  |  |  |  |
| What do players want to know?  玩家想知道什么？ |  |  |  |  |  |
| What do you want players to feel?  你想让玩家感受到什么？ |  |  |  |  |  |
| **Three level of emotional design**  三个层次的情感设计 | **Visceral Level**直观程度**:** How do you want players to feel immediately after starting the game? 你希望玩家在开始游戏后有什么直接感受？  **Behavior level**行为程度**:** What do you want your players to do after mastering the gameplay? 掌握游戏玩法后，您希望玩家做些什么？  **Reflective**反思**:** What do you want players to remember after playing your game? 玩过你的游戏后，你希望玩家记住什么？ | | | | | |
| **Four dimension of design**  **设计的四个维度** | **Aesthetic dimension**审美层面**:** What is the look and feel of the game?游戏的外观和感觉是什么？  **Look and Feel of the Game**游戏的外观和感觉  **Functional dimension**功能层面**:** What is the key function of your game?游戏的主要功能是什么？  **Key Function of the Game**游戏的主要功能  1.  2.  3.  **Economic dimension**经济层面**:** What materials you need to produce the game?制作游戏需要哪些材料？  **Materials Needed to Produce the Game**制作游戏所需的材料  1.  2.  3.  **Socio-political dimension**社会政治层面**:** Who are your targeted players / learners?谁是目标玩家/学习者？  **Targeted Players**目标玩家  1.  2.  3. | | | | | |
| **Four criteria of creativity**  创意的四个标准 | **Novelty**新颖性**:** What is new in your game as compared to existing gameplay?与现有的玩法相比，您的游戏化课程有哪些新颖之处？  **Quantity**数量: How long do you expect players to play your game?您希望玩家在游戏中玩多长时间？  **Duration of Gameplay**游戏时间  The game is designed for sessions of approximately \_\_\_\_ minutes to keep players engaged without overwhelming them. This duration is optimal for maintaining focus and ensuring that the learning objectives are met. The game can be played in multiple sessions to allow mastery for deeper understanding and skill development over time. 本游戏的设计时长约为 \_\_\_ 分钟，既能让玩家参与其中，又不会让他们感到力不从心。这样的游戏时间最适合保持玩家的注意力，并确保达到学习目标。游戏可以分多次进行，以便随着时间的推移加深理解和发展技能。  **Practicality**实用性**:** How do you align your dominant strategy to this game?如何根据游戏化课程调整教学策略？   1. **Aesthetics**美学**:** How do you win the heart of your targeted players through five modals of senses?如何通过五种感官模式赢得目标玩家的心？   **Sight**视觉**:**  **Smell**嗅觉**:**  **Taste**味觉**:**  **Hearing**听觉**:**  **Touch**触觉**:** | | | | | |