### Incubation Stage Deliverables: Garden of Math and Evil

#### Who are we targeting? And how will this appeal to the target audience?

* Target: average adult with a 5th-7th grade math level, which includes
  + (Common Core, Grade 7): Understanding probabilities of events, finding the probability of events, and finding probability of compound events (may have to teach compound event probability)
  + (Common Core, Grade 9): Independent and conditional probability, knowing the addition and multiplication rule of probability ( could use some scaffolding )

#### Where would this game fit in our games catalog -- is it a compliment? A replacement?

* A complement to the **Applied Skills catalog**
* This will be the 3rd new game in the soon-to-be-released **Math suite**

#### What is the core game mechanic?

* Users must **interpret and analyze an initial verbal prompt** indicating a desired probability
* Users must **create that probability in a concrete way** using the spaces and attributes of different items that may be placed on the board

#### What are the training objectives and why do we believe this game promotes them?

* The objective is to improve users’ understanding and ability to apply basic probability techniques. This game promotes that objective by allowing users a chance to practice those techniques in an isolated, structured, and straightforward way. We believe this game invokes the Creating level of Bloom’s Taxonomy (the highest level capable of promoting understanding among users) by providing opportunities to design, build, and plan actions.

#### How will this specific training help the targeted users in the real world?

* This task relates to the real world activities of weighing possibilities, judging risk/reward decisions, and general decision making.