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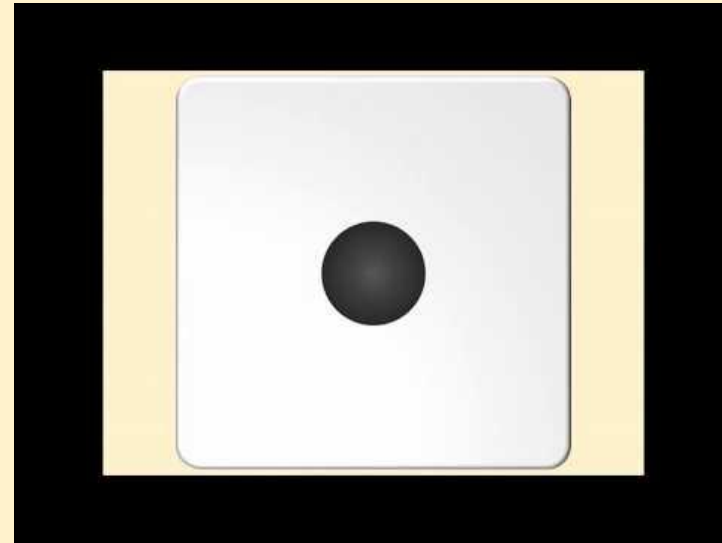
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Let's
play!

GAME DESIGN

NAME



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Design Situation .

Nowadays, people are choosing to play computer games over other forms of entertainment.

Digital games allow people to interact with each other, educate themselves or challenge their

own skills while immersing in the cyber world. While there are benefits in playing computer

games, there are also issues to consider such as the social, ethical, health and safety concerns.

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Design Brief

Your task is to create a computer game with a simple-user interface, entertaining and educationally challenging for students in primary schools. The topic is of your own choosing but must be appropriate for this target audience.



Design Brief



Criteria for Success



For your game to be successful, you need to establish a set of criteria. You will be referring to these criteria as you develop your game. At the end of your game design, you will refer to these criteria to evaluate the success of your own game product.

The set criteria are as follows:

1. Function – What will be the purpose of your game design?
2. Is the user-interface suitable for primary school students?
3. Aesthetics – What features will you include to make your game entertaining?
4. Educational – What learning benefits will be achieved from playing your game?
5. Ethical – What would you consider in ensuring the safety, social and cultural appropriateness of your game?

Criteria for Success



Factor	Success Criteria	Importance
1. Function	What will be the purpose of your game design?	It is important to have a purpose when developing game because.....

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Existing Ideas

Choose and play 3 MIT Scratch games or similar.

Evaluate each game according to the established set Criteria for Success.



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Existing Game Design 1



GAME # 1 Name of Game & Picture

Evaluation



Criteria for Success	Evaluation	Rating /5
Function What is the purpose? Is it suitable for primary students?		
Aesthetic Is it inviting? Is it entertaining and rewarding?		
Educational What are the learning benefits?		
Ethical Is it safe, socially and culturally appropriate for primary students?		

Existing Game Design 2



Evaluation



Criteria for Success	Evaluation	Rating /5
Function What is the purpose? Is it suitable for primary students?		
Aesthetic Is it inviting? Is it entertaining and rewarding?		
Educational What are the learning benefits?		
Ethical Is it safe, socially and culturally appropriate for primary students?		

Existing Game Design 3



Evaluation



Criteria for Success	Evaluation	Rating /5
Function What is the purpose? Is it suitable for primary students?		
Aesthetic Is it inviting? Is it entertaining and rewarding?		
Educational What are the learning benefits?		
Ethical Is it safe, socially and culturally appropriate for primary students?		

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Limitations

As you design your game product, there will be factors that would limit you from achieving your intended goals.

Explain how these limitations would affect your game design and what would you do to overcome each limitation.





Limitations

Limitations	Why would it affect your game product?	How would you overcome this to achieve your goal?
Time		
Skills		
Materials		



Step

Social and Ethical Issues

Refer to the THREE existing games that you have chosen and evaluate each game.

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Final

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Social and Ethical Issues



Investigate	Game 1	Game 2	Game 3
Name of the Game			
Is the game suitable for primary students?			
Does the game collect information? Is this a concern? Why?			
Does the game use original media graphics, animations and sound? How?			
Is the interface easy to navigate?			
Is the game environmentally friendly? Why?			

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Your Own Design Ideas

Think about TWO games that you could design using MIT Scratch or similar.

Provide details by completing the tables below.

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Design Idea 1



What type of game is it?	
What is the fabula about?	
What are the rules of the game?	
What is the game like in terms of levels?	Easy
	Moderate
	Challenging

Evaluation



Criteria for Success	Evaluation	Rating /5
Function What is the purpose? Is it suitable for primary students?		
Aesthetic Is it inviting? Is it entertaining and rewarding?		
Educational What are the learning benefits?		
Ethical Is it safe, socially and culturally appropriate for primary students?		
Rating 0 / 5 Which of these two deas are you choosing for your Final Design?Why?		

Design Idea 2



What type of game is it?	
What is the fabula about?	
What are the rules of the game?	
What is the game like in erms of levels?	Easy
	Moderate
	Challenging

Evaluation



Criteria for Success	Evaluation	Rating /5
Function What is the purpose? Is it suitable for primary students?		
Aesthetic Is it inviting? Is it entertaining and rewarding?		
Educational What are the learning benefits?		
Ethical Is it safe, socially and culturally appropriate for primary students?		
Rating 0 / 5 Which of these two deas are you choosing for your Final Design?Why?		



Step

Final Design

Provide a storyboard or flowchart of your final game design.

Label all parts.

Annotate each part.

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Final

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Final Design

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Construction Steps

What are you doing
towards the completion
of your game product?



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Construction Steps

Week/Day	Description

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Game Project

Provide the link to your game product.

Ensure that the link works or is accessible for the teacher to mark.

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Add Link to game here

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Evaluation of Final Game

Criteria for Success	Evaluation	Rating /5
Function What is the purpose? Is it suitable for primary students?		
Aesthetic Is it inviting? Is it entertaining and rewarding?		
Educational What are the learning benefits?		
Ethical Is it safe, socially and culturally appropriate for primary students?		
Rating 0 / 5		



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Extension

Create a BANNER to advertise your game product.

Either attach it here or provide the link.

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Extension

