



CODING FOR GOOD 2: DIGITAL GAME DESIGN

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WHAT ARE SOME OF YOUR FAVORITE GAMES?



ASK: What are your favorite games? (Get a list from participants.)

Some games I have loved are Sorry!, soccer, and Populus Run.

WHAT DO OUR GAMES HAVE IN COMMON?

INTERACTION



STRUCTURE



CHALLENGE



FUN, PLAY, RELAXATION



ASK: What do all our games have in common? (Get some ideas.)

They have interaction. That means we play them with others—humans or computers.

ASK: What is the interaction in game X?

They are structured. You can't do whatever you like. In a game, there are rules, and a beginning and an end.

ASK: What is the structure of game X?

There is a challenge. You have to complete some task, and it isn't easy.

ASK: What is the challenge of game X?

This makes games fun to play!

WHAT IS A “GOOD” REASON TO DESIGN A GAME?

TEACH INFORMATION IN A PLAYFUL WAY



MAKE WORK MORE FUN



Sometimes people design games “for good”.

ASK: What is a “good” reason to design or play a game? (Get a list from participants.)

One “good” reason to design a game is to teach information in a playful way. For example, an old video game like Oregon Trail was a way for me to learn about the pioneers in the Old West.

ASK: Can you think of another game that teaches information?

Another “good” reason to play a game is to get players to do work they don’t normally want to do.

ASK: What kind of work do you do that you do not like?

Examples: cleaning your room, doing homework, exercising

ASK: How can you make a game to make this work more fun?

Remember to include interaction, structure, and challenge.

GAMES CAN BE “GOOD” FOR NO REASON!



The side-effects of playing a game can be good even if there is no “good” reason to play!

For a game like basketball, you don’t learn information, and the “work” of dribbling and shooting is fun.

ASK: What is the “good” of basketball?

Examples: exercise, working with a team, learning to be a good loser or a good winner

ASK: What is the “good” of playing Go Fish?

Examples: taking turns, paying attention, making matches

ASK: What is the “good” of playing Mario Kart?

Examples: playing with a friend, relaxing

DESIGN A VIDEO GAME!

YOUR GAME MUST BE

- INTERACTIVE
- STRUCTURED
- CHALLENGING
- FUN

DESIGN YOUR GAME FOR “GOOD”!

DESIGNING MEANS PLANNING, FOLLOWING THROUGH, AND TESTING.

For the Coding for Good 2 badge, you will design a video game together.

Your game must be

- interactive **ASK: What do I mean by interactive?**
- structured **ASK: What do I mean by structured?**
- challenging **ASK: What do I mean by challenging?**
- fun

And it must be “for good”. It can

- teach important information, OR
- make players get better at a skill OR
- encourage them to do work they do not want to do.

Designing a game means you need to make a plan, you need to follow through with your plan, and you need to test your game. You have to make sure that your game plan works out.

ASK: What happens if you test your game and something doesn't work out?

For example, what if your plan says there should be points, but points are not added up?

(Get some responses.)

You need to make a plan to fix the problems with your game. Then follow through with your plan. And then test again.

GAME DESIGN IS ITERATIVE.

"ITERATIVE" MEANS "REPEATING AGAIN AND AGAIN".

PLAN.... DO.... TEST... REPEAT!

Game design is iterative.

ASK: What do I mean by iterative?

Iterative describes something that is repeated over and over again.

Game design has steps for planning, doing, and testing.

It's ok if your testing fails, if your game doesn't work right.

You just keep doing these steps again and again until you get the game right!