**1) Form your group of 4-6 people. Your assignment partner should not be in the same group!**

Our group consists of the following persons:

* Pieter Kokx (0747517)
* Jeroen van Hoof (0778486)
* Joep Klein Teeselink (0816396)
* Twan van Schijndel (0857767)
* Kevin Cleijne (0779007)

**2) Decide on the department of your choosing. Make sure one or more of the team members are with the particular department.**

Department: Computer science

Web technology

ICT in context

Theory and algorithms

Information systems

**3) Create a profile of the targeted students. What is his educational background? What are his aspirations? What are his motivations for joining the department?**A VWO 6 student who has completed at least Mathematics B. The student wants to achieve something in the computer science industry and likes to be challenged. The student is curious, ambitious and open to change.

Why we chose to do Computer Science:

Pieter: was bored at elementary school, the teacher gave him some programming exercise and he was hooked.

Twan: wanted to do something with physics, computers, mathematics, and become a teacher. Computer Science had things with computers, as well as mathematics and allowed for becoming a teacher.

Jeroen: thought AI was cool and doubted between Web Science and AI, and then chose Web Science because the Web made such a huge impact on society and some AI was involved

Kevin: Been using computers all my life and wanted to know what exactly i was dealing with, rather than just being a user.

Why Joep chose Psychology and Technology:

Joep: what can you create with technology and influence things with thechnology interested in interaction between psychology and technology

**4) Create a profile of the department alumni. What will be his profession? What will be his goals and ambitions?**

**5) Define the key learning goals (knowledge, skills, attitudes) that connect the profile of the targeted students with the profile of the alumni.**

1. Develop logical thinking capabilities
2. Problem solving mind-set
3. Learn programming

**6) Define the key learning goals (knowledge, skills, attitudes) that connect the profile of the targeted students with the profile of the alumni.**

**7) Ideate. How could these key learning goals constitute a game?**

***8) Conceptualize.***

1. *What does the game teach?*
2. *How does the game attract the player?*
3. *How does the game motivate the player to learn?*
4. *How does the game keep the player engaged long enough?*
5. *What/how do you want the player to feel after he played the game?*

**9) Build (assign tasks, divide the work, start prototyping)**