Ideation and Design of Learning Games

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WHICH VERB WORKS?
Dad says we get to ____ in a plane today!
flew
flown
fly

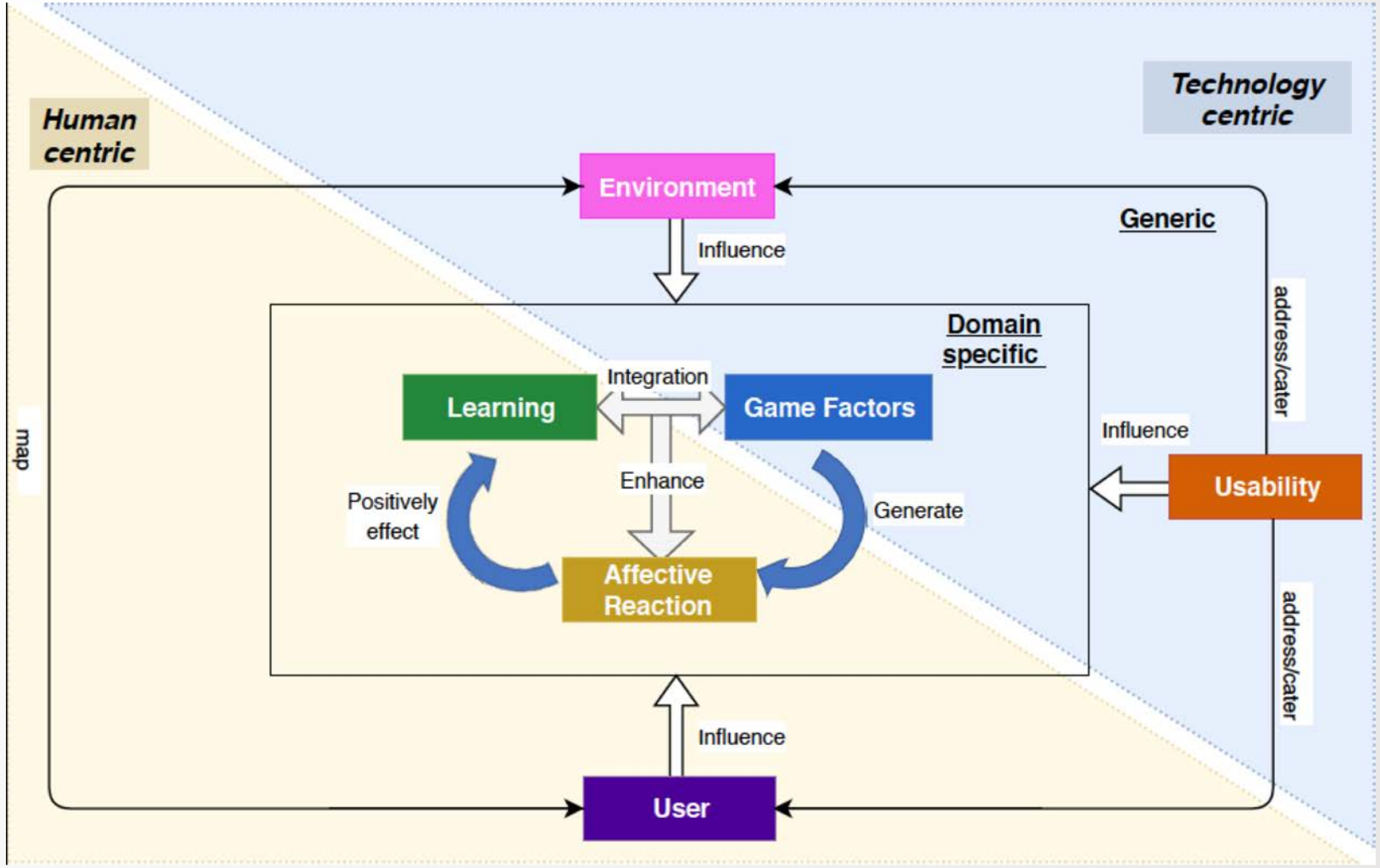
Fun

PERFORMANCE
GOALS
IDEA
MOTIVATION
ENCOURAGE
SUCCESS
SUPPORT
ATTITUDE

Workshop Outline

- Introduction : 10 min
- Game design session 90 min
- Activity 1: 10 min +5 min
- Activity 2: 30 min + 5 min
- Activity 3: 10 min
- Activity 4&5: 30 min (in parallel)
- Presentation: 10 min
- Questionnaire: 10 min

Game-Based Learning Concept



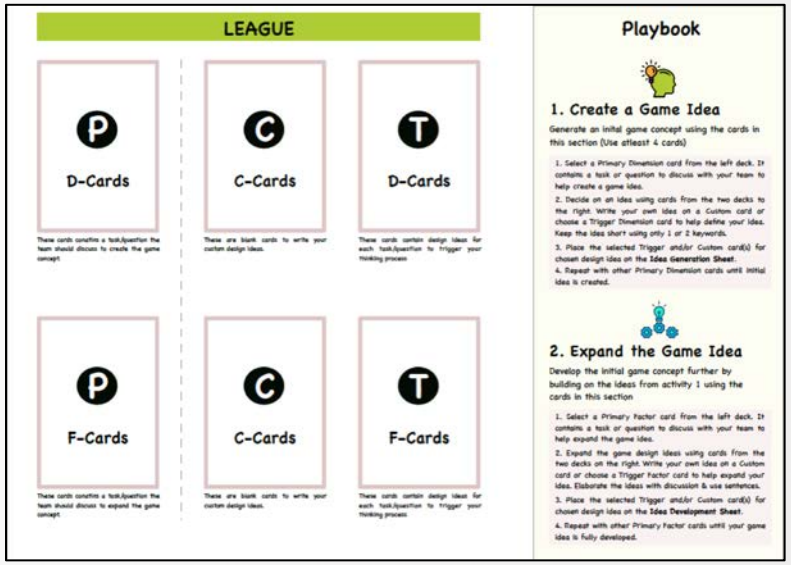
Tahir, Rabail, and Alf Inge Wang. "Codifying Game-Based Learning: The LEAGUE Framework for Evaluation." *European Conference on Games Based Learning*. Academic Conferences International Limited, 2018.

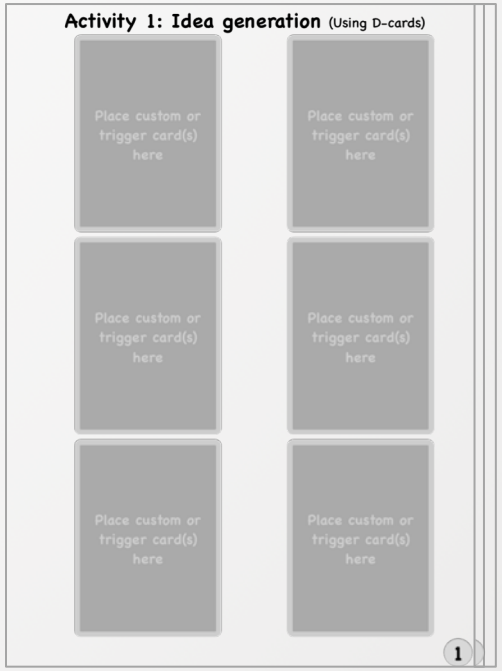
Activities for Ideation and Design of Learning Games

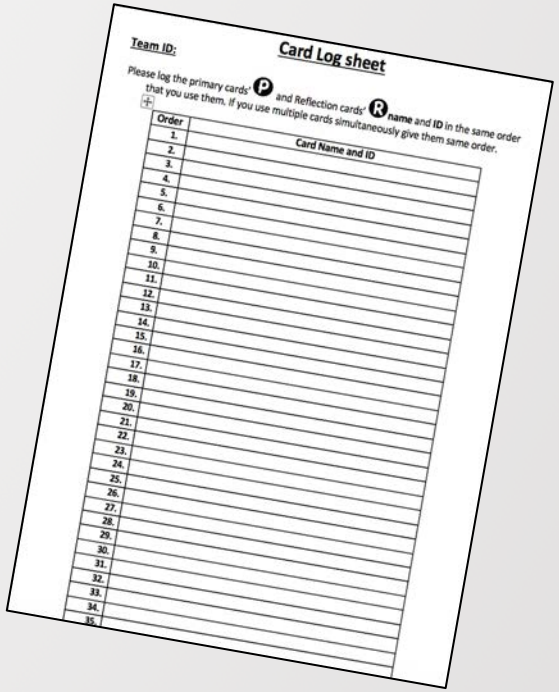
- Activity 1: Idea generation (generate initial ideas)
- Activity 2: Idea development (expand the idea)
- Activity 3: Idea refinement (reflect on the idea)
- Activity 4: Idea illustration (visualize the idea)
- Activity 5: Idea documentation (write down final state of the idea)

Toolkit

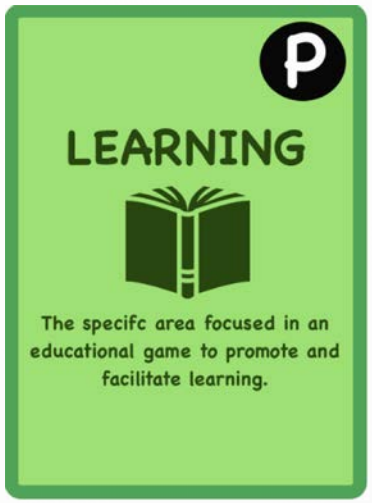
- Board
- Cards
- Idea Sheets
- Log Sheet

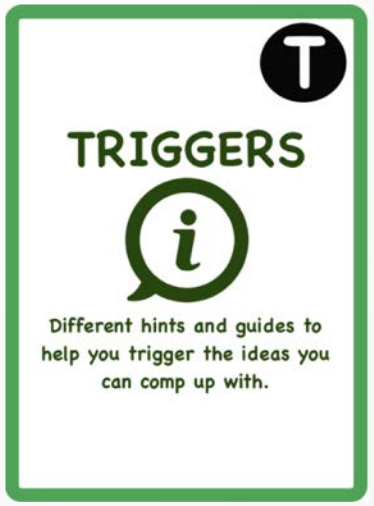


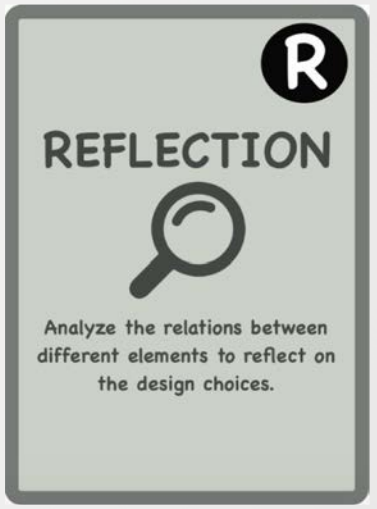


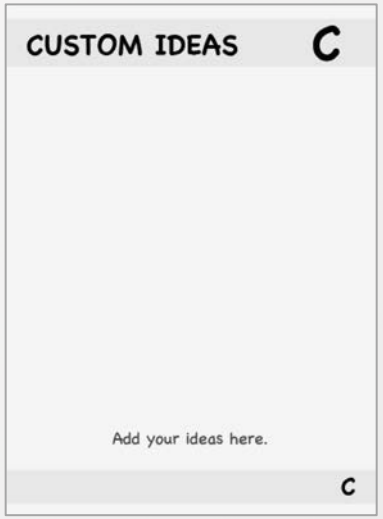


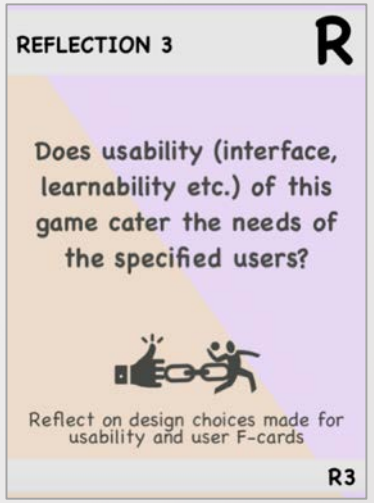
Types of Cards











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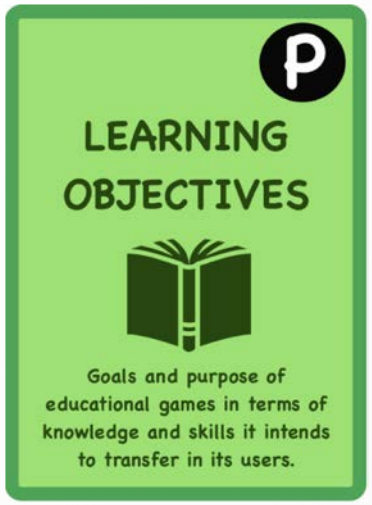
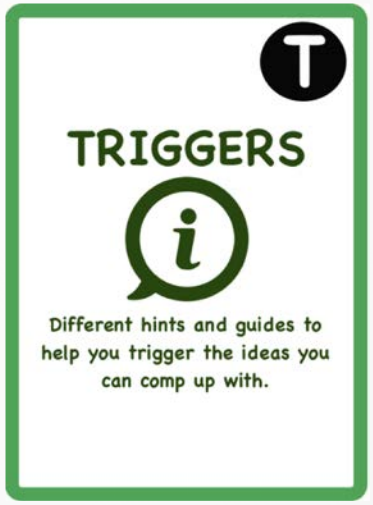
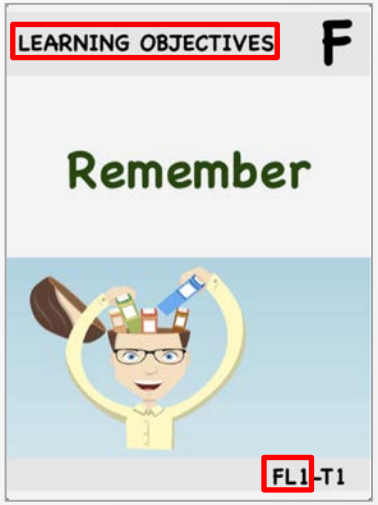


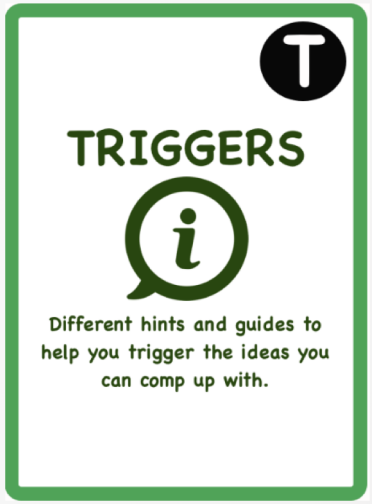


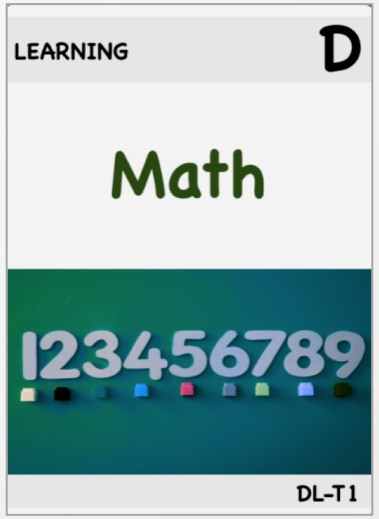


How to play?

Question/Task

Game Design Ideas





Card Log Sheet

- Use log sheet for activity 1-3.
- Log Primary and Reflection Card names and ID in the same order that you use them.
- If you use multiple cards simultaneously give them same order

Card Log sheet

Team ID:

Please log the primary cards' (P) and Reflection cards' (R) **name** and **ID** in the same order that you use them. If you use multiple cards simultaneously give them same order.

Order	Card Name and ID
1.	Learning DL
2.	Game DG
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	
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14.	
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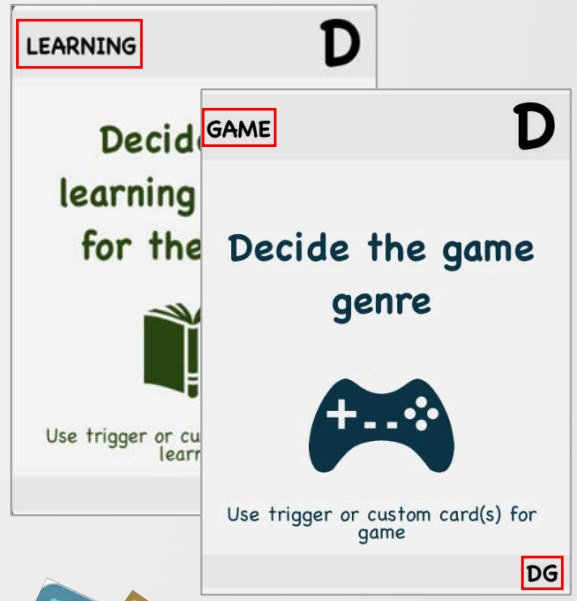
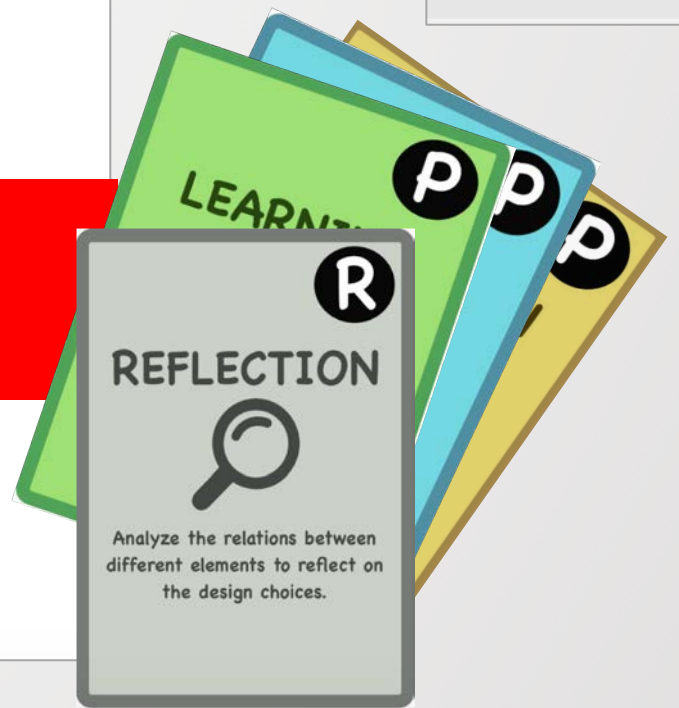
34.	
35.	

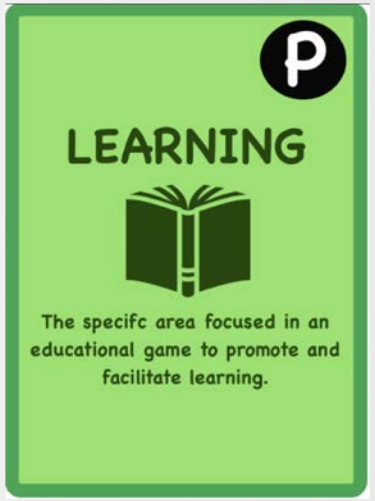


Only for Primary and Reflection Cards

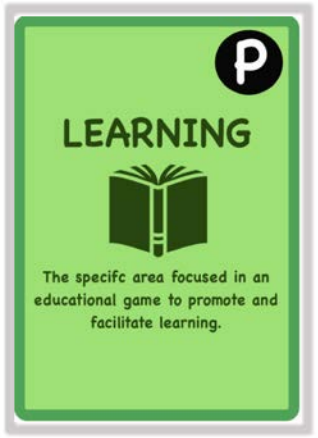


Activity 1: Generate a Game Idea (Use only keywords)

- Work with primary (D-Cards), trigger and custom cards.
- Log the primary cards on the log sheet.
- Use at least 4 cards.
- There is no right or wrong order of using cards.
- Each primary card has multiple trigger cards with same name as the primary card.
- Use idea generation sheet.

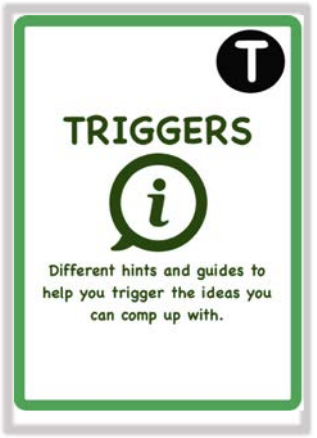


LEAGUE

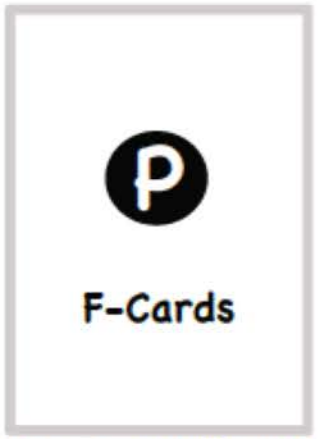


These cards conatins a task/question the team should discuss to create the game concept.

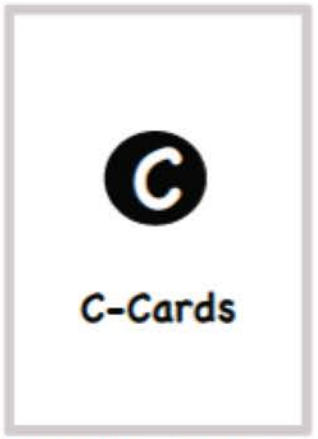
These are blank cards to write your custom design ideas.



These cards contain design ideas for each task/question to trigger your thinking process



These cards conatins a task/question the team should discuss to expand the game concept.



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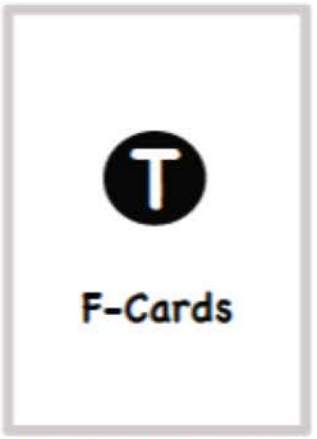


These cards contain design ideas for each task/question to trigger your thinking process

Playbook

1. Create a Game Idea

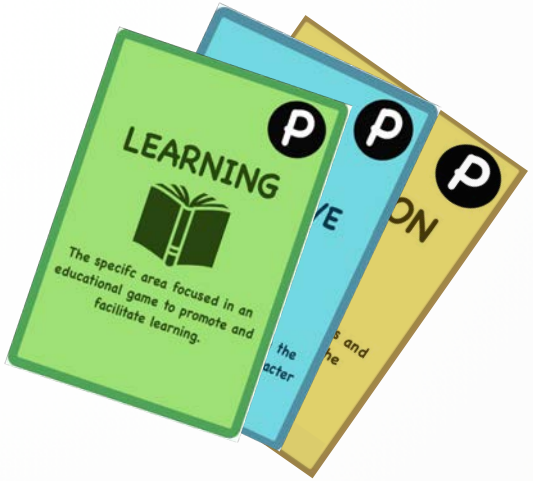
Generate an inital game concept using the cards in this section (Use atleast 4 cards)

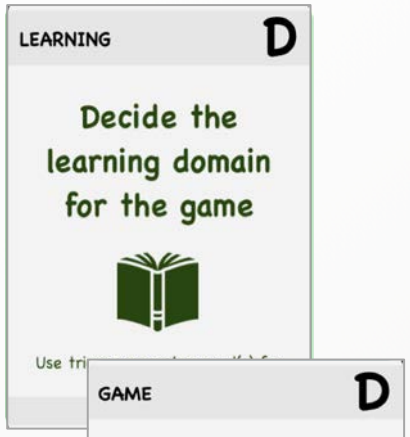
1. Select a Primary Dimension card from the left deck. It contains a task or question to discuss with your team to help create a game idea.
2. Decide on an idea using cards from the two decks to the right. Write your own idea on a Custom card or choose a Trigger Dimension card to help define your idea. Keep the idea short using only 1 or 2 keywords.
3. Place the selected Trigger and/or Custom card(s) for chosen design idea on the **Idea Generation Sheet**.
4. Repeat with other Primary Dimension cards until initial idea is created.

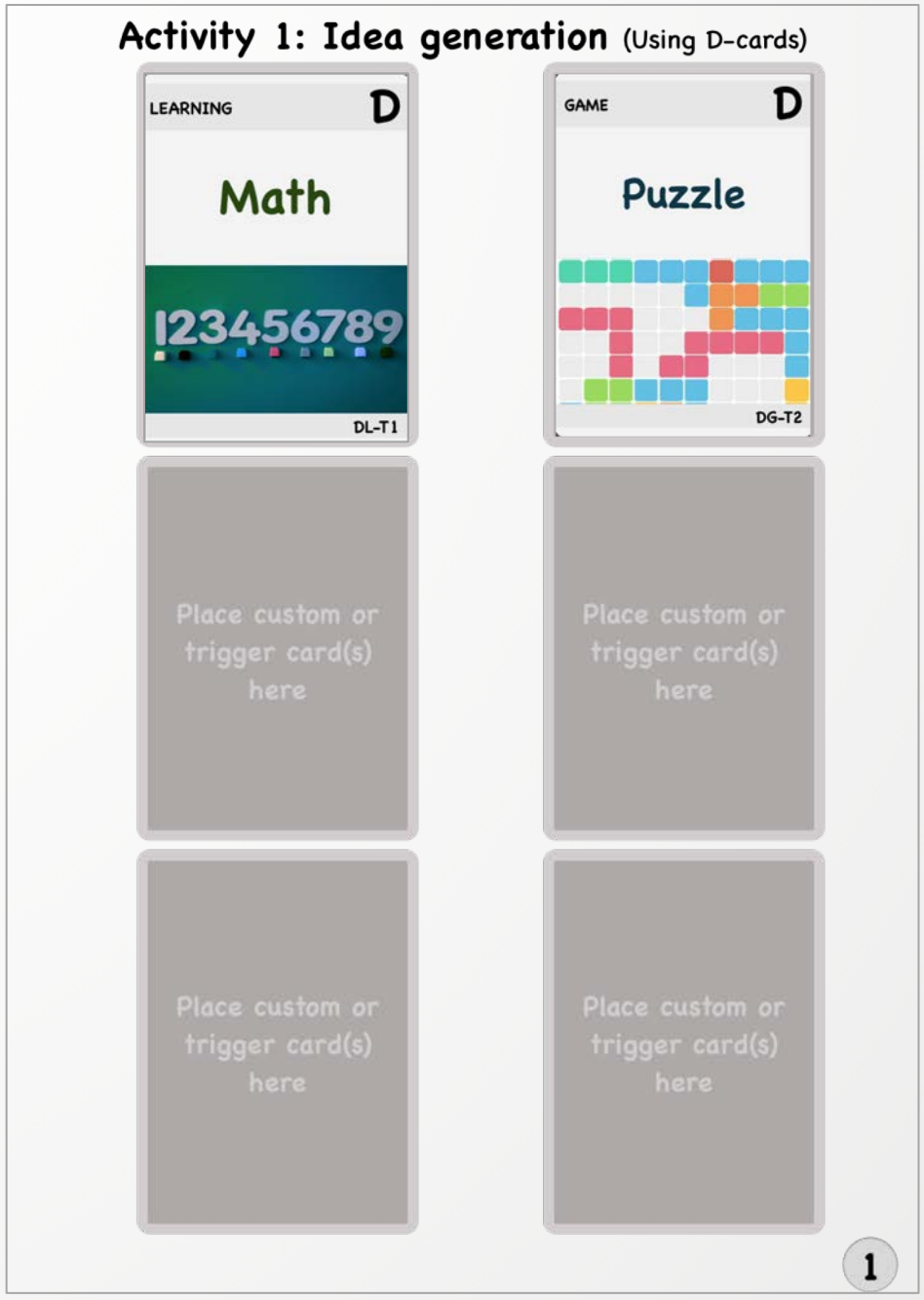
2. Expand the Game Idea

Develop the initial game concept further by building on the ideas from activity 1 using the cards in this section

1. Select a Primary Factor card from the left deck. It contains a task or question to discuss with your team to help expand the game idea.
2. Expand the game design ideas using cards from the two decks on the right. Write your own idea on a Custom card or choose a Trigger Factor card to help expand your idea. Elaborate the ideas with discussion & use sentences.
3. Place the selected Trigger and/or Custom card(s) for chosen design idea on the **Idea Development Sheet**.
4. Repeat with other Primary Factor cards until your game idea is fully developed.





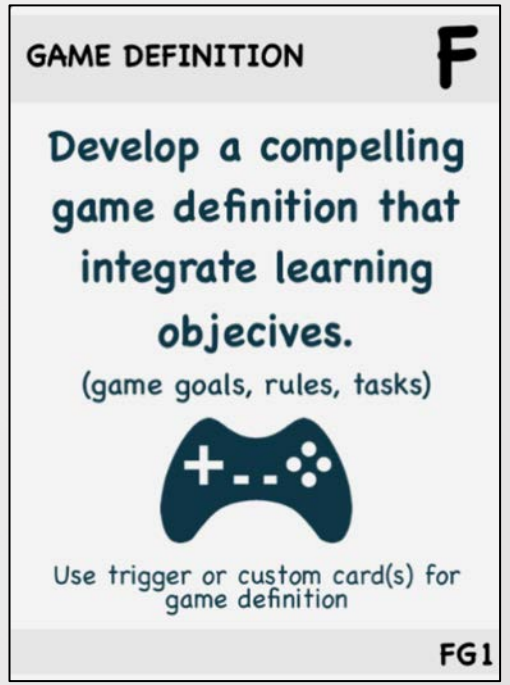


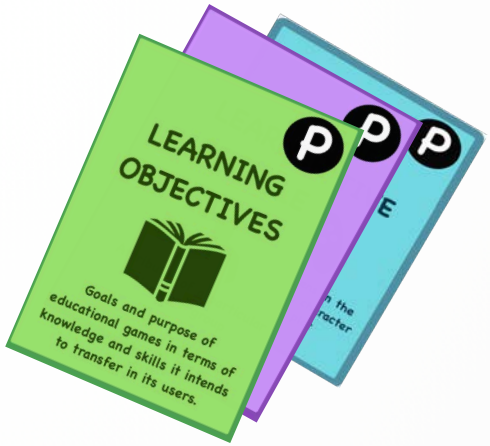
Steps

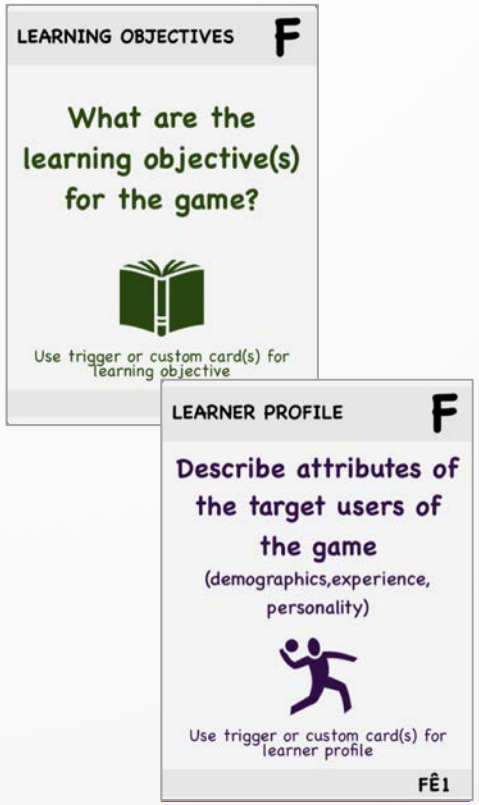
1. Select a Primary Dimension card. Discuss the task or question it contains with your team to generate a game idea.
2. Write your own idea on a Custom card or choose a Trigger Dimension card to help define your idea.
3. Place the selected Trigger and/or Custom card(s) for chosen design idea on the Idea Generation Sheet.
4. Repeat with other Primary Dimension cards until initial idea is created.

Activity 2: Expand the Game Idea

- Develop the initial game concept further by building on the ideas from Activity 1
- Use primary (F-Cards), trigger and custom cards
- Log the primary cards in the log sheet
- Use idea development sheet







Activity 2: Idea development (Using F-Cards)

LEARNING OBJECTIVES F Remember FL1-T1	LEARNER PROFILE F Out of school 5-10 years old refugee children FÊ1-T1	Place custom or trigger card(s) here
Place custom or trigger card(s) here	Place custom or trigger card(s) here	Place custom or trigger card(s) here
Place custom or trigger card(s) here	Place custom or trigger card(s) here	Place custom or trigger card(s) here

1

Steps

1. Select a Primary Factor card. Discuss its task or question as a team to expand the game idea.

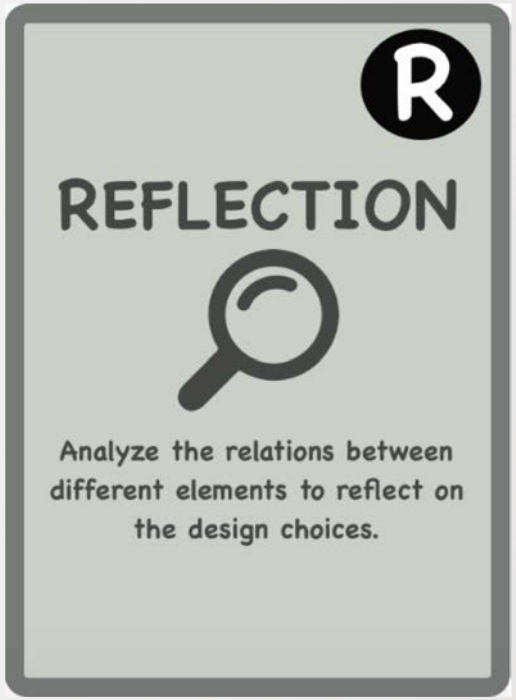
2. Write your idea on a Custom card or choose a Trigger Factor card.

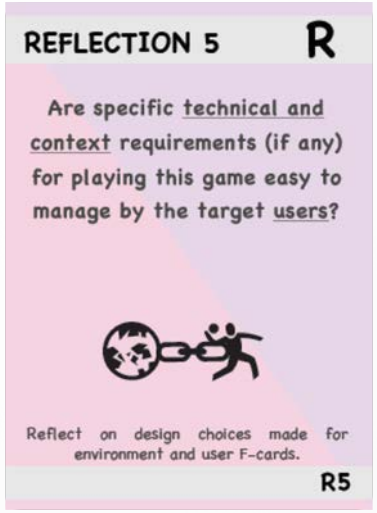
3. Place the Trigger or Custom card on the Idea Development sheet.

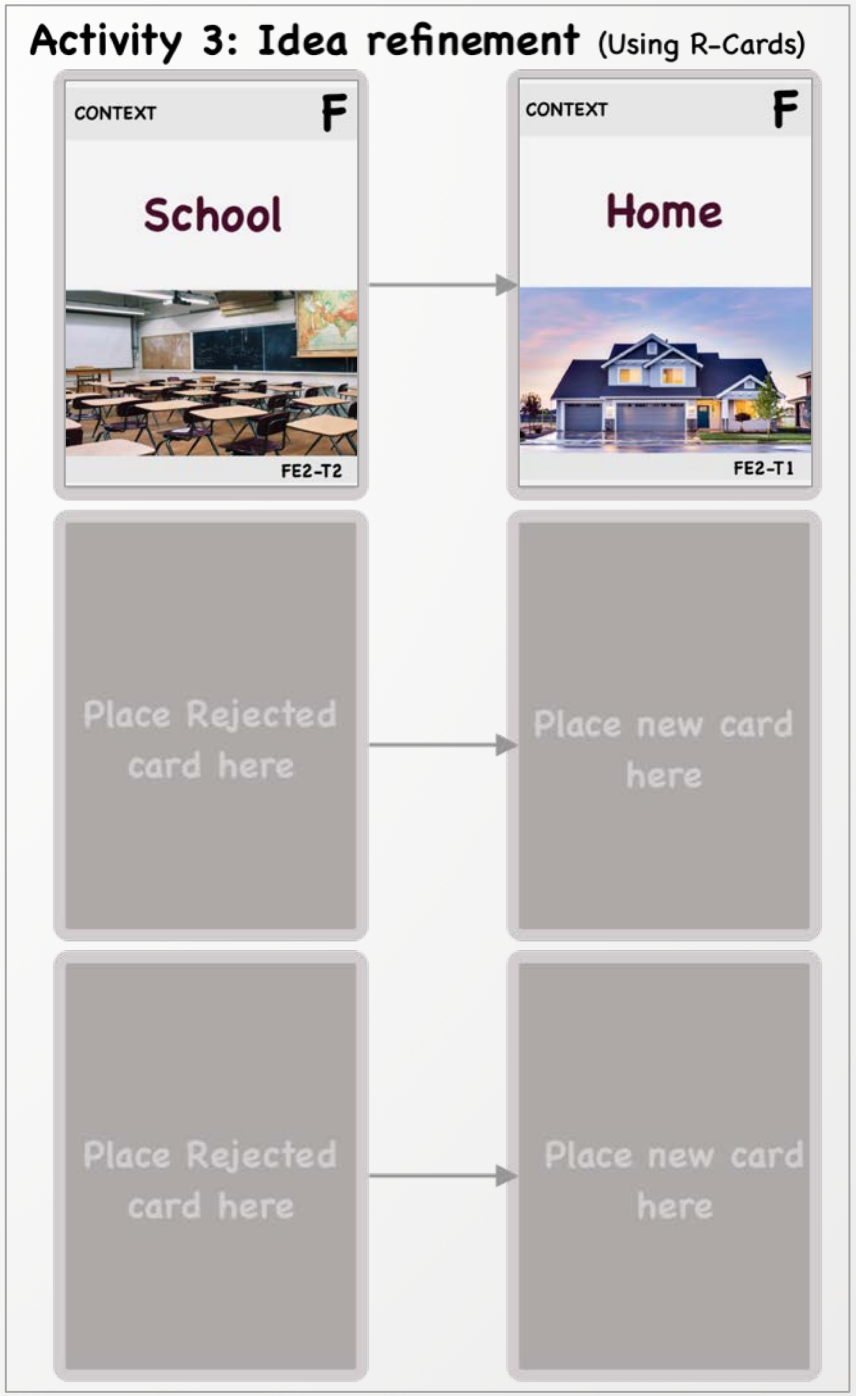
4. Repeat with other Primary Factor cards until your game idea is fully developed.

Activity 3: Reflect on Game Idea

- Proof the game ideas by reflecting on the design choices made. This will uncover the problematic decisions.
- Work with Reflection (R-Cards), trigger and custom cards
- Log the reflection cards you use in the log sheet.
- Use idea reflection sheet.







Steps

1. Select a Reflection card from the deck to the left. It contains a question to stimulate reflection on your design choices.

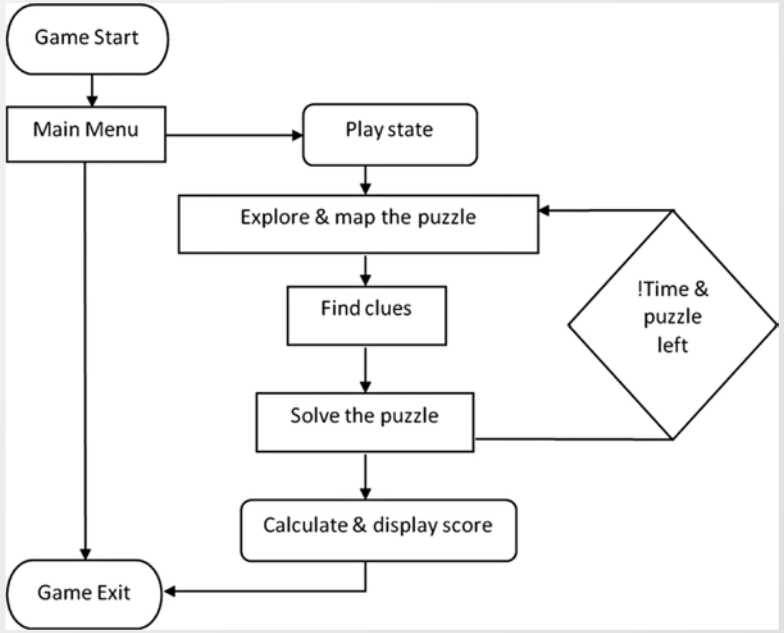
2. Discuss the design choices in relation to the question on the Reflection card. If a previous design choice needs improvement, reject it and substitute with a new one. Make note on the log sheet.

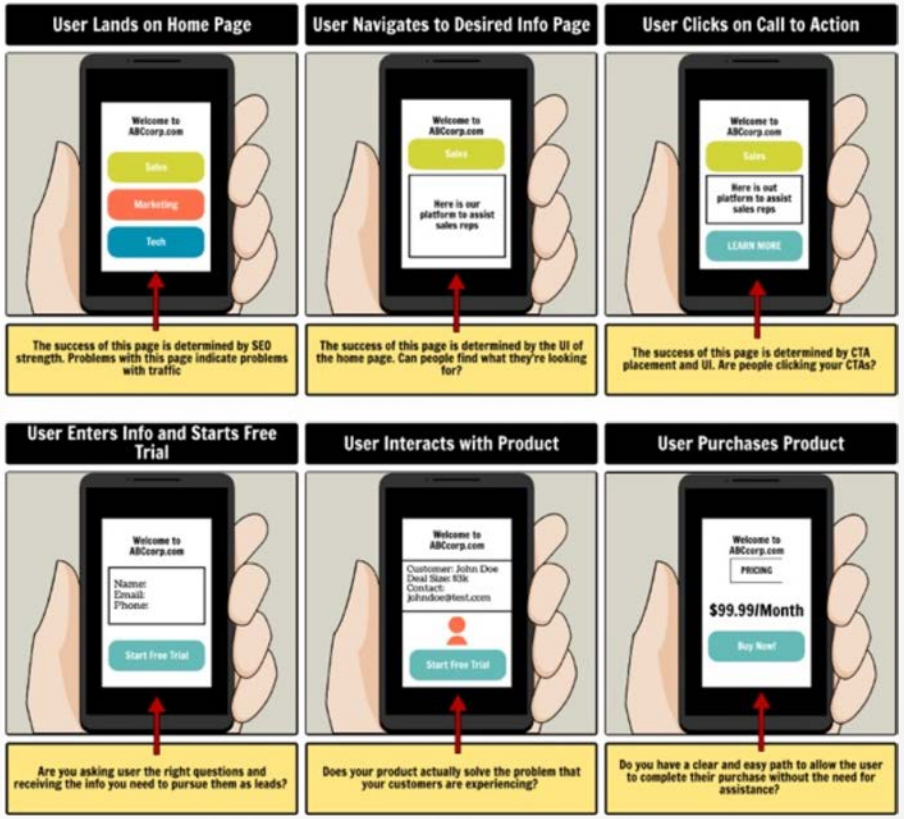
3. Place the rejected Trigger or Custom card and it's alternate card on the Idea Refinement sheet.

4. Repeat with other Reflection cards until game idea is refined.

Activity 4: Visualize the Game Idea

- Plan the overall flow of your game, from the moment it's launched to finally quitting the game.
- Draw the flow of your game on the Idea Illustration Sheet.




User Lands on Home Page
Welcome to ABCcorp.com
Sales
Marketing
Tech
The success of this page is determined by SEO strength. Problems with this page indicate problems with traffic
User Navigates to Desired Info Page
Welcome to ABCcorp.com
Sales
Here is our platform to assist sales reps
The success of this page is determined by the UI of the home page. Can people find what they're looking for?
User Clicks on Call to Action
Welcome to ABCcorp.com
Sales
Here is our platform to assist sales reps
LEARN MORE
The success of this page is determined by CTA placement and UI. Are people clicking your CTAs?
User Enters Info and Starts Free Trial
Welcome to ABCcorp.com
Name:
Email:
Phone:
Start Free Trial
Are you asking user the right questions and receiving the info you need to pursue them as leads?
User Interacts with Product
Welcome to ABCcorp.com
Customer: John Doe
Deal Size: $5k
Contact:
johndoe@test.com
Start Free Trial
Does your product actually solve the problem that your customers are experiencing?
User Purchases Product
Welcome to ABCcorp.com
PRICING
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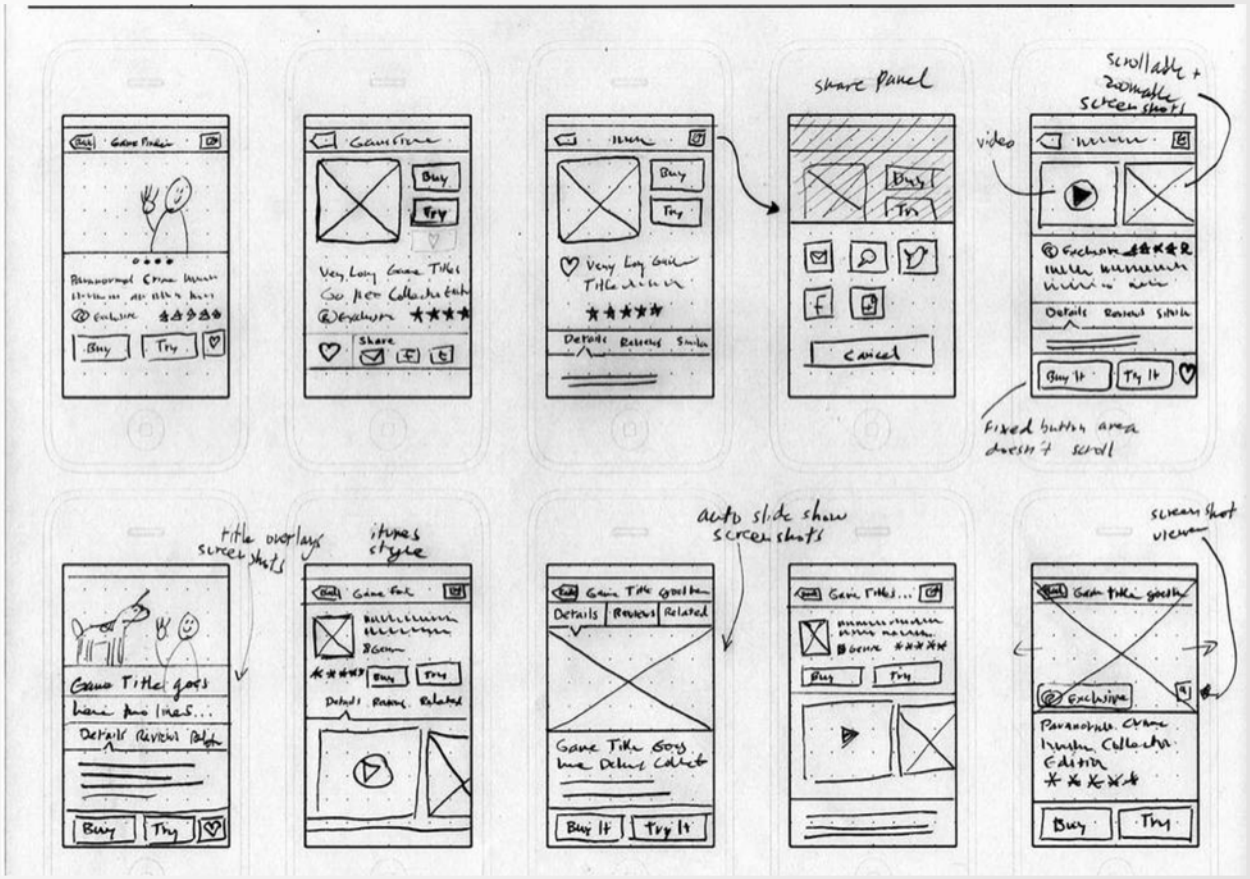
Buy Now!
Do you have a clear and easy path to allow the user to complete their purchase without the need for assistance?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Activity 5: Document the Game Idea

- Document the final state of the idea.
- Use Idea Documentation sheet.

Activity 5: Idea Documentation

Game Title

Learning Overview (Objective, strategy, content, outcome)

Game Overview (Goals & rules, narrative, mechanics, resources, aesthetics, challenges & levels)

Target Users (Demographics, cognitive and/or psychological needs)

Environment (Technology and context of use)

Look and Feel (Interface, learnability)

Affective Reactions (Game elements that induce engagement, enjoyment, motivation or flow)