

NAMES: _____

Game Design Kickoff: Testing and Evaluating Games

As you rotate through playing each game, respond to each question. You do not have to write in full sentences - these can be quick notes to track your thinking and observations.

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| <p><u>ENDANGERED SPECIES GAME</u></p> <p>What is the objective of your game?</p> <p>How many players?</p> <p>Is there a game board? Describe how players navigate the board (** If no board, where/how is the game played?)</p> <p>Are there player pieces? What do they look like?</p> <p>Are there player aids (Think: something used to keep track of game progress)?</p> <p>Are there game cards? What do the cards contain and how are they used in gameplay?</p> <p>How might you integrate LT 4 & 5 content into this game?</p> | <p><u>EXTINCTION</u></p> <p>What is the objective of your game?</p> <p>How many players?</p> <p>Is there a game board? Describe how players navigate the board (** If no board, where/how is the game played?)</p> <p>Are there player pieces? What do they look like?</p> <p>Are there player aids (Think: something used to keep track of game progress)?</p> <p>Are there game cards? What do the cards contain and how are they used in gameplay?</p> <p>How might you integrate LT 4 & 5 content into this game?</p> |
| <p><u>ELEMENTEO</u></p> <p>What is the objective of your game?</p> <p>How many players?</p> <p>Is there a game board? Describe how players navigate the board (** If no board, where/how is the game played?)</p> | <p><u>PHOTOSYNTHESIS</u></p> <p>What is the objective of your game?</p> <p>How many players?</p> <p>Is there a game board? Describe how players navigate the board (** If no board, where/how is the game played?)</p> |

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| <p><u>POWER FAILURE</u></p> <p>What is the objective of your game?</p> <p>How many players?</p> <p>Is there a game board? Describe how players navigate the board (** If no board, where/how is the game played?)</p> <p>Are there player pieces? What do they look like?</p> <p>Are there player aids (Think: something used to keep track of game progress)?</p> <p>Are there game cards? What do the cards contain and how are they used in gameplay?</p> <p>How might you integrate LT 4 & 5 content into this game?</p> | <p><u>ECOSYSTEM</u></p> <p>What is the objective of your game?</p> <p>How many players?</p> <p>Is there a game board? Describe how players navigate the board (** If no board, where/how is the game played?)</p> <p>Are there player pieces? What do they look like?</p> <p>Are there player aids (Think: something used to keep track of game progress)?</p> <p>Are there game cards? What do the cards contain and how are they used in gameplay?</p> <p>How might you integrate LT 4 & 5 content into this game?</p> |