

Designing quick and effective games for learning



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- Find yourself a group!
(1 Heart, 1 Diamond, 1 Club, 1 Spade)
- In 2 minutes...
 - What's your name?
 - Where are you from?
 - What's your favourite game?

Aims of the session

During this session, we will:

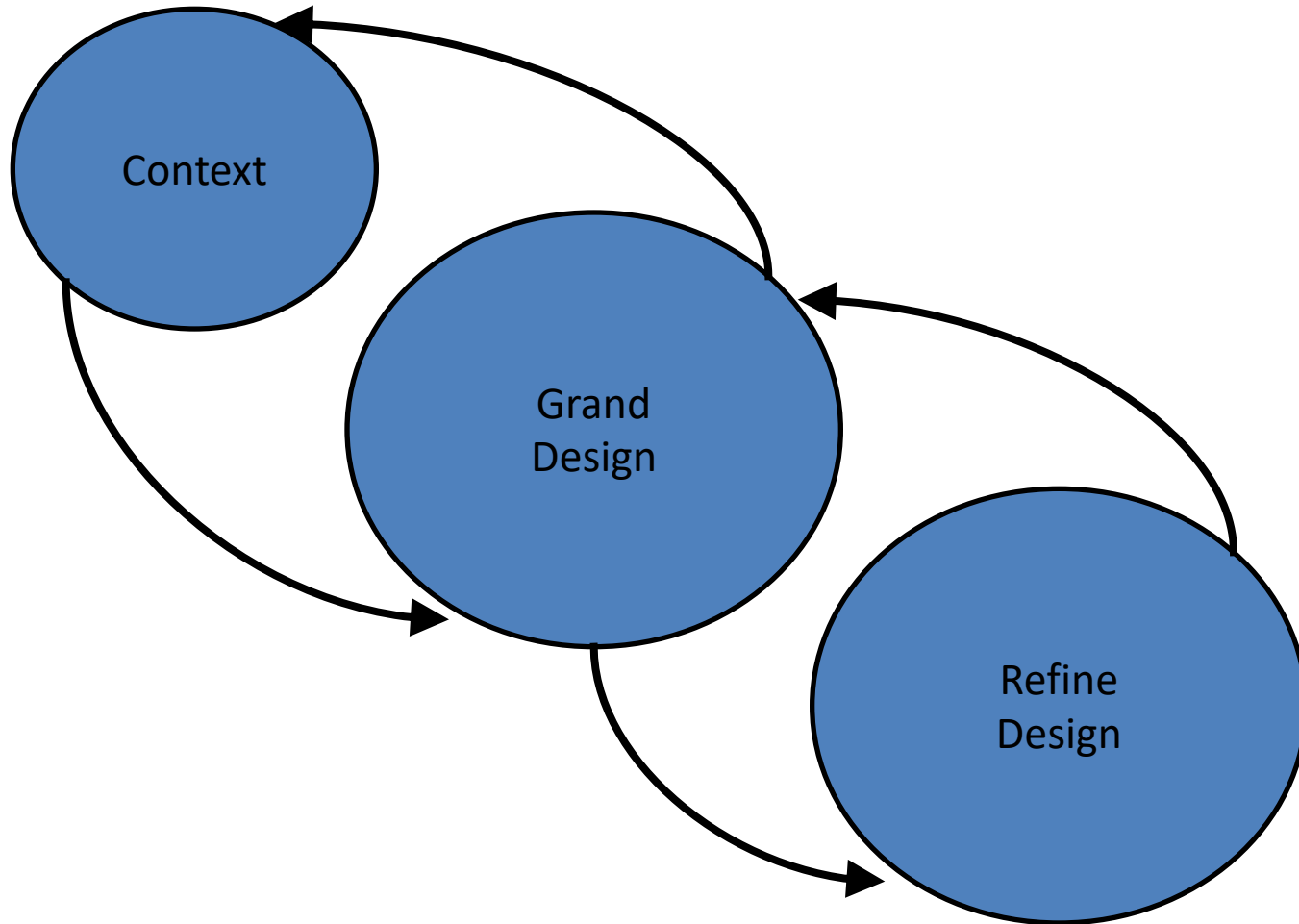
- show that cheap and simple games can be effective;
- introduce a simple model that can be used to guide game design;
- help you work through the process to generate and share your own ideas;
- have some fun!

Welcome to the...

World Speed Games Design Competition

Choose a team nationality

Ten-step model of game design



Stage 1: Context

- **Step 1: Learning objectives**
- **Step 2: Constraints**
 - Time
 - Money
 - Skills
 - Student characteristics
 - Student numbers
 - Technology
 - Accessibility
 - Subject

Stage 1: Activity (10 minutes)

- **Learning objectives**
 - Spades select a context & lead discussion
 - Determine up to three objectives
- **Define constraints**
 - Who is the game for?
 - How long have you got to play it?
 - How much money do you have?
 - What expertise do you have as a team?
 - Hearts select extra constraint & lead discussion

Stage 2: Grand design

- **Step 3: Type of game**
 - Board, card, quiz, physical, puzzle, web-based, role play, mobile App, console, computer...
- **Step 4: Core mechanics**
 - Goal, rules, scoring, progression, rewards, win states
- **Step 5: Game balance**
 - Playing time, difficulty, level of chance, collaboration and competition, seriousness, physical vs. mental
- **Step 6: First prototype**
 - Playing space, artefacts

Stage 2: Activity (30 minutes)

- Grand design
- Develop your first prototype

Stage 2: Playtesting (10 minutes)

- In game design it is important to carry out play tests / market research, and to test out your core ideas at an early stage

Stage 3: Refine design

- **Step 7: Add story**
 - What is the game context, who are the players?
- **Step 8: Add sub-mechanics**
 - Conflict, chance, sabotage, tension, risk, reward
- **Step 9: Check learning**
 - Review against learning outcomes
- **Step 10: Create final game**

Stage 3: Activity (20 minutes)

- Refine your game!
- Clubs – select a story layer
- Apply new story/narrative to your game

Presentations

1 minute per team

...and Judging!

Playful Learning

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Playful Learning Association

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