

T1D18 PBL Gamer 2000 Outline: This is for You and Your Parents!

Assignment and Day Assigned in Class:	Due Dates:
<p>Part I: <u>Reflection Journal</u> (12 of 21 days require entry; Indiv. Work / IW) Assigned: T1D18 (you may do more for extra credit!) (Included in your Designer's Notebook)</p> <p>= 15 pts ea; (60 pts = 1st Draft; 60 more = 2nd Draft; 60 more = Final Draft) total = 180 pts</p>	<p>Drafts: T2D5 (1st 4 entries) T2D10 (8 entries) Final: All 12 entries: T2D17</p>
<p>Part II: <u>Designer's Notebook (IW)</u>: Keep a handy notebook / folder Assigned: T1D19 to record your thoughts, ideas, etc!</p> <p><i>Note: As long as you are using it fully and properly throughout the design process, you will receive full points. You will lose points for missing sections, haphazard organization, etc.</i></p> <p>= 120 pts total (40 1st Draft + 40 2nd Draft + 40 Final Submission)</p>	<p>Drafts: T2D5 (40 pts) T2D10 (40 pts) Final T2D17 (40 pts)</p>
<p>Part IIIA: <u>Interview a Game Designer, & reflect on the experience!</u> (IW) Assigned: T2D20 OR Part IIIB: <u>Visit A Gaming Night Group, & share your experience!</u> (IW) OR Part IIIC: <u>Commission an artist for Concept Art</u> (IW) = 80 pts (Half points more Extra Credit if you do more than one!)</p>	<p>Draft: T2D9 Final: T2D14</p>
<p>Part IV: <u>Working in Game Design: A Case Study (Group Work / GW)</u> Assigned: T2D3 You and an assigned group (may be different from Part V) will be creating a game based on criteria given to you by your "boss", Mr. Wright at Hazzbro, Inc. You will have roughly two weeks to finish the task; good luck!</p> <p>= 100 pts</p>	<p>Draft: T2D6 Final: T2D9</p>
<p>Part V: <u>Beta / Blind Test & Reflection (IW)</u> Assigned: T2D2 In class, or outside of class, get a blind test group to play your game (this may be your Hazzbro game or your final, your choice). Take notes and reflect on their experience, and consider how it might be used to improve your game.</p> <p>= 80 pts</p>	<p>Draft: T2D9 Final: T2D14</p>
<p>Part VI: <u>Gamer 2000: Final Project (GW)</u> Assigned: T2D10 This is it folks; your training and practice have led you to this <u>very moment</u>: now, you will get together with 1-2 other students and create your <u>very own game</u>. This time, <u>you</u> get to decide the genre, the theme, the style, etc. Good luck!</p> <p>= 100 pts</p>	<p>Draft: T2D14 Final: T2D17</p>
<p>Part VII / PBL Culmination: <u>Game Night Presentation (IW)</u> Assigned: T2D10 This Monday evening, we'll bring our games, and have fun playing the various games that you and your students have created! Should be a blast, and we hope to see all of you there!</p> <p>= 80 pts</p>	<p>Final Present Day: Game Knight: Monday, May 11th (D21) 6-8 PM (attendance req.)</p>

740 pts total

D18,19: Project Introduction / Brainstorming: Students will hear some more details about the project, specifically the **Journal Assignment** (Part I) and the **Designer's Notebook / Portfolio** (along with an **Overview**). They are informed that they will need to complete at least 8 (15 pts each) of the entries to get full points (up to 22 possible; you may do more for ½ pts extra credit if you'd like).

Class concludes both times with a **Six Hats Feedback Activity** (see handout for more info)

Assigned: Part I: Journal Entry Assignment (12 ea. for 180 pts) & Part II Designer's Notebook (80 pts)

D20,21: Students will discuss the difference between being a **Game Player** vs. a **Game Designer**. We also briefly discussed the importance of **Intellectual Property**, and how it works.

Additionally, we will overview **Part IIIA, B, or C Assignments**, where students can choose to either (A): interview an expert in the Game Design community, and share what they learn, or (B): attend two different gaming group events, and share their experience, or (C) Commission an Artist for your Game Concepts! Students receive a copy of the **parent letter** that was emailed to everyone.

Assigned: Part III A, B, or C: (Draft Due: D9; Final: D14, 80 pts)

D1, D2: Prototyping Your Game: Students introduced to paper prototypes, and how they can be useful (but not perfect), especially in testing. **Part V Testing Ass. given (Draft Due D7; Final D14)**

D3: Part IV: Game Design Case Study: Today we introduced your next assignment, as Hazzbro, Inc. employees trying to create a game per specific game limitations. You were assigned groups for it.

D4-5: Work Day – Students worked on their Hazzbro assignment

D6: Draft: Your draft for **Part IV: Hazzbro Assignment** was presented and feedback given in class

D7-D8: Work Days Students work on **Part IV**. **D7: Part V: Beta / Blind Test Draft due, Final D14):**

D9: Part IV Final Presentation; and 2nd draft of **Journal & Designer's Notebook** next, the final part is assigned: **Part VI Gamer 2000!** You are creating your own game, your own rules! **Assigned: Part VI: (Draft Due: D14; Final: D17, 100 pts); D10 Final Game Knight Reminder Given**

D10-13: Work Days – students will keep working on **Part VI Gamer 2000** assignment.

D14: Draft for VI (Gamer 2000 Game) Due! Students present their game, and are expected to have begun / started their **Beta Test**. Students then utilize feedback to finish designing. **Final version of Part IIIA, B or C & Part V are due as well.**

D15-16; 18-21: Final work days! (D21 is the day of the Game Knight!)

D17: Final Presentation of Part VI (Culmination on D21 / May 11th) This is it! The end! You will be presenting your final finished game in class, and use the last few days to make any final tweaks before the **Culmination Event / Part VII** (May 11th, from 6-8 PM)