

## 原典講読IIB – Games and Education (Fall, 2016)

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Co-Teachers:

Yori Asanuma

Kyi Phyu Tun

Office Hours: Tuesday 2<sup>nd</sup> period, or by appointment

Classroom: 3110 (and sometimes Dr. deHaan's office - 3505)

Textbook:: none (handouts will be given)

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# Introduction

In this very active project-based class, we will be designing analog (e.g., board, card, physical, outdoor..) games for guests at a widely-promoted charity event to raise money for the Shizuoka Prefectural Children's Hospital.

We will improve on our success last year:

[https://sites.google.com/site/gamelabshizuoka/home/shizuokagamecharityboost\\_en](https://sites.google.com/site/gamelabshizuoka/home/shizuokagamecharityboost_en)

<https://sites.google.com/site/gamelabshizuoka/home/2015-game-world>

The event will be on 1/21/2016 (Saturday) at the Kusanagi Jidokan (reserve the date now!).

## Class Activities

There will be two groups in the class: Design Team and Event/PR Team.

- The Design Team will be playing and critiquing games, reading/summarizing current articles about games and design, brainstorming, prototyping and testing and developing game designs, and running the games at the event
- The Event/PR Team will be planning the event, reading/summarizing current articles about charities and promotion, planning and conducting advertising, managing the event, and evaluating the event, and communicating with people after the event

The class requires work in class and outside of class in order to complete these challenging and fun projects.

In this class, you will gain knowledge and experience about game design and event promotion, and skills related to project management, creativity, critical thinking, collaboration and community connection. The class will be taught in both English and Japanese, and will depend on thoughtful reading, writing and discussion of ideas in both languages.

## Class Policies

- (1) Participate positively and actively. Listen to others.
- (2) Submit assignments on time. No late assignments will be accepted (without a doctor's note, train delay note, etc).
- (3) Please contact me if you will be late or absent, or have any questions.
- (4) If you miss class 4 times, you will fail this course.

# Grading

## General Component (30%)

10%	Attendance and participation
10%	Mid Term Report / Presentation
10%	Final Report / Presentation / Reflection

## Team Component - Event and PR (70%)

10	Readings/Summaries ( 6 times)
30	twitter /facebook /press release /poster /flyer
20	Thank you letter
10	reflection

## Team Component - Game Design (70%)

5%	Week 2 assignment
20%	Readings / Summaries (4 in total) / Discussions / Exercises
10%	Design Document
10%	Playtesting and Design Process

5%	Game Plan: Teaching and Problem Anticipation Document
20%	Final Product: Finished Game and 1/21 Event & Reflection

## List of Readings (quick links)

### General

- Before Week 2
  - Last year's reflections: <https://docs.google.com/document/d/17Yd1H86rJgwZj6MKvqYirnKqbHEImLr4NeKB0kinVdw/edit>

### Charity Event / PR Team

10/21

- 5 Essential Tips for Promoting Your Charity Using Social Media  
[http://mashable.com/2009/08/21/charity-social-media/#\\_ZHI7VJFPkq1](http://mashable.com/2009/08/21/charity-social-media/#_ZHI7VJFPkq1)

10/28

- Free Ways To Promote Charity Events  
<http://www.admedia.com/free-ways-to-promote-charity-events.php>

11/4

- How to make a donation flyer  
<http://peopleof.oureverydaylife.com/make-donation-flyer-5089.html>

11/11

- Press Release Tips  
[http://www.huffingtonpost.com/zach-cutler/press-release-tips\\_b\\_2120630.html](http://www.huffingtonpost.com/zach-cutler/press-release-tips_b_2120630.html)

### 4. To-Dos In Making Effective Fundraising Flyers

<http://fundraising.bafree.net/to-dos-in-making-effective-fundraising-flyers.php>

### 5. Five ways charities use gamification

<https://www.theguardian.com/voluntary-sector-network/2014/apr/17/gamification-charity-gaming>

### 11/116. Press Release Tips

[http://www.huffingtonpost.com/zach-cutler/press-release-tips\\_b\\_2120630.html](http://www.huffingtonpost.com/zach-cutler/press-release-tips_b_2120630.html)

## 7. How to Encourage People to Donate to Your Cause

<http://www.fundraisingip.com/fundraising/how-to-encourage-people-to-donate-to-your-cause/>

### Game Design Team

- Before Week 5:
  - Brainstorming
    - <https://gamedesignconcepts.wordpress.com/2009/07/09/level-4-the-early-stages-of-the-design-process/>
  - Player Experience
    - <http://www.leagueofgamemakers.com/designing-the-experience-around-the-player/>
    - <http://www.leagueofgamemakers.com/experience-vs-mechanics/>
    - optional: <http://www.digra.org/wp-content/uploads/digital-library/10343.03567.pdf>
- Before Week 6:
  - Iteration:
    - <https://gamedesignconcepts.wordpress.com/2009/07/02/level-2-game-design-iteration-and-rapid-prototyping/>
    - <http://www.gdcvault.com/play/1015585/Rapid-Iterative-Prototyping-Best>
  - Playtesting
    - <https://gamedesignconcepts.wordpress.com/2009/08/13/level-14-playing-with-non-designers/>
    - <https://gamedesignconcepts.wordpress.com/2009/08/06/level-12-solo-testing/>

# Plagiarism

Copying writing and submitting it as your own is not permitted at the University nor in this class. If you want to use others' language in your writing, use the following techniques (1 or 2, and 3):

1. Direct quote and citation: use "....." and (Writer's Name, Year of Source, Page Numbers):

- As Hubbard stated, understanding how language learning may occur in video games is "more than just the fact that language is involved in the play" (Hubbard, 1991, p. 221–222)

2. Summary and citation: use (Writer's Name, Year of Source, Page Numbers):

- Hubbard argued that we need to be critical of the role that games may play in second language acquisition (Hubbard, 1991, p. 221–222).

3. Reference List (at the end of your paper or report) (Name, Year, Title, Source Information):

- Hubbard, P. (1991). Evaluating computer games for language learning. *Simulation and Gaming Journal*, 22, 220-223.

## Schedule / Assignments

Week	General Class Activities	Charity Activities	Game Design Activities	Promotion Activities	Assignments
1 10/7	<p>Introductions (seminar / game lab)  <a href="https://sites.google.com/site/gamelabshizuoka/home/">https://sites.google.com/site/gamelabshizuoka/home/</a></p> <p>Purpose of the class (1/21 charity event)</p> <p>Syllabus overview</p> <p>Games: Potential / Charities</p> <ul style="list-style-type: none"> <li>examples of game charities around the world</li> <li><a href="http://www.rd.com/true-stories/inspiring/gamers-give-back-charities-help-kids/">http://www.rd.com/true-stories/inspiring/gamers-give-back-charities-help-kids/</a></li> <li><a href="http://www.ign.com/articles/2014/04/18/gaming-for-good-the-state-of-video-game-charities">http://www.ign.com/articles/2014/04/18/gaming-for-good-the-state-of-video-game-charities</a></li> </ul> <p>Charity work  English work  Project work  Job/seminar preparation..</p> <p>Overview of last year,</p> <ul style="list-style-type: none"> <li>show poster / website</li> </ul> <p><a href="https://sites.google.com/site/gamelabshizuoka/home/shizuokagamecharityboost_en">https://sites.google.com/site/gamelabshizuoka/home/shizuokagamecharityboost_en</a>  <a href="https://sites.google.com/site/gamelabshizuoka/home/2015-game-world">https://sites.google.com/site/gamelabshizuoka/home/2015-game-world</a></p> <ul style="list-style-type: none"> <li>show photos/video</li> </ul> <p><a href="https://www.dropbox.com/sh/pkbwkfsbc56jir2/AACSC3tV7MdZrEwfjfbCDz6a?dl=0">https://www.dropbox.com/sh/pkbwkfsbc56jir2/AACSC3tV7MdZrEwfjfbCDz6a?dl=0</a></p> <ul style="list-style-type: none"> <li>show work sequence</li> <li>show <b>reflections</b></li> </ul> <p><a href="https://docs.google.com/document/d/17Yd1H86rJgwZi6MKvqYimKqbHElmlr4">https://docs.google.com/document/d/17Yd1H86rJgwZi6MKvqYimKqbHElmlr4</a></p>	<p>What we are going to do.  What we did last year.  - students from last year....</p> <p>The aim of the charity. The cause.</p>	<p>Play games from last year (small and big versions)</p> <ul style="list-style-type: none"> <li>if we don't have time to play big, then just small: version (play and observe - take notes) <ul style="list-style-type: none"> <li>jungle speed</li> <li>hey that's my fish</li> <li>smash bros</li> <li>fukuwarai</li> <li>stadetour</li> </ul> </li> <li>and then show pictures from event</li> <li><a href="https://sites.google.com/site/gamelabshizuoka/home/2015-game-world">https://sites.google.com/site/gamelabshizuoka/home/2015-game-world</a></li> </ul> <p>JS joust if time?</p> <p>Play TSURO and talk about the game / making it bigger / better for the event</p>	<p>SAME WITH Game Design Group</p>	<p>Assignment:</p> <p><b>1. Read</b> last year's <b>reflections</b>  <a href="https://docs.google.com/document/d/17Yd1H86rJgwZi6MKvqYimKqbHElmlr4NeKB0kinVdw/edit">https://docs.google.com/document/d/17Yd1H86rJgwZi6MKvqYimKqbHElmlr4NeKB0kinVdw/edit</a></p> <p><b>2. Write and submit the homework sheet</b> (handed out in class)</p> <p><b>choose your team.</b>  GAME DESIGN  or  EVENT AND PR</p> <p>BOTH?  -  2. then, as game or event/PR:  - what did we do well?  - what do we need to improve?  - what thoughts or ideas do you have for this year's games / event / promotion approach?  - do you have any questions or concerns?</p>



	<p><a href="#">NeKB0kinVdw/edit</a></p> <ul style="list-style-type: none"> <li>• show guest anketo</li> </ul> <p>2016  <a href="https://www.dropbox.com/s/zkthb3cabc2wnje/2016_EXPO_BOOST_questionnaires_scans.pdf?dl=0">https://www.dropbox.com/s/zkthb3cabc2wnje/2016_EXPO_BOOST_questionnaires_scans.pdf?dl=0</a></p> <p>2015  <a href="https://www.dropbox.com/s/qythpx7v7x6k2ar/GameWorld2015_Questionnaire_results_JAPANESE.docx?dl=0">https://www.dropbox.com/s/qythpx7v7x6k2ar/GameWorld2015_Questionnaire_results_JAPANESE.docx?dl=0</a>  <a href="https://www.dropbox.com/s/rfr55dq6t1g6n1t/GameWorld2015_Questionnaire_results_ENGLISH.docx?dl=0">https://www.dropbox.com/s/rfr55dq6t1g6n1t/GameWorld2015_Questionnaire_results_ENGLISH.docx?dl=0</a></p> <p>OTHER:  invite students to join Jidokan project, to meet kids and see how they play.</p> <p>10/8 is the next game club</p> <p>12/6 afternoon - spiel bande workshop</p> <p>12/10</p>				
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<p>2 10/14</p>	<p>Meet in teams</p> <ul style="list-style-type: none"> <li>• Divide?</li> <li>• All design and do PR?</li> </ul> <p>Make communication group (projects / class)</p> <ul style="list-style-type: none"> <li>• LINE</li> <li>• Google hangouts</li> </ul> <p>Talk about the <b>reflections</b>. Each student presents their answers in turn.</p> <p>Talk about the THEME of the event/games/PR: _____ (Japanese culture games)</p> <p>We take notes (online document) <a href="https://docs.google.com/document/d/1e0Ttfyd_oqnxbnGPbogZKRqplApzK46zG9ECr-O6DkA/edit">https://docs.google.com/document/d/1e0Ttfyd_oqnxbnGPbogZKRqplApzK46zG9ECr-O6DkA/edit</a></p> <p>Share document</p>		<p>Quick design exercise:</p> <ul style="list-style-type: none"> <li>• play TIC-TAC-TOE (on board, on paper), then work in small teams to make it bigger, and add a small twist ("alpha") in small groups - design for kids.</li> </ul> <p>Or Remix Tsuru</p> <p>Assign homework (readings, sheets)</p> <p><u>ask</u> if students want paper copies</p>	<p>Think about promotion and plan the promotion advertising: TV and newspaper (before / during / after?)</p> <p>Learn about different kinds of promotion. Give some readings. Have students decide which promotional tool/method they want to use.</p> <p>去年の振り返り(PRの観点から)どのようなPR方法があるか？他団体の取組について</p> <p><a href="http://www.ign.com/articles/2014/04/18/gaming-for-good-the-state-of-video-game-charities">http://www.ign.com/articles/2014/04/18/gaming-for-good-the-state-of-video-game-charities</a></p>	<p>Assign articles to read before weeks 5 and 6. Give reading <b>summary note sheets</b> to complete and hand in.</p> <p>Game Design Team:</p> <ul style="list-style-type: none"> <li>- Start thinking about your own game design</li> </ul> <p>Watch the Kuwahara-san video and complete the homework sheet (3 interesting points and 3 ideas for our event and 1 question for JdH or Yori or the speaker) <a href="https://dl.dropboxusercontent.com/u/6064636/Kuwahara2015.mp4">https://dl.dropboxusercontent.com/u/6064636/Kuwahara2015.mp4</a></p> <p>PR homework Write a <b>diary</b> about class activities, guest lectures, reflect on guests and hospital and Jidokan.</p> <p>(Interview game designers and write information (blog / twitter...))</p>
<p>3 10/21</p>	<p><b>KUWAHARA-SAN GUEST LECTURE</b></p> <p>As a class, discuss the Kuwahara-san video and go over the homework assignment.</p> <p>As a class, play some interesting games.</p>			<p>チャリティーに使えるような情報をメモ →brainstorming→アイデア肉づけ</p> <p>チャリティーについてのアドバイスをもらおう</p>	<p>PR Group Posting a Diary on FB 1 person everyday? what did we do? what do you think about the lecture/what you did in class? how can you utilize what you learned in the lecture for the charity event?</p> <p>Game Design Team:</p> <ul style="list-style-type: none"> <li>- Start thinking about your own game design</li> </ul> <p>Watch the Takeshita-san</p>

					video and complete the homework sheet (3 interesting points and 3 ideas for our event and 1 question for JdH or Yori or the speaker) <a href="https://dl.dropboxusercontent.com/u/6064636/Takeshita2015.mp4">https://dl.dropboxusercontent.com/u/6064636/Takeshita2015.mp4</a>
4 10/28	<b>TAKESHITA-SAN GUEST LECTURE</b>  As a class, discuss the Takeshita-san video and go over the homework assignment.  As a class, play some interesting games.			チャリティーに使えるような情報をメモ →brainstorming→アイデア肉づけ  チャリティーについてアドバイスをもらう	PR Group Posting Diary on FB 1 person everyday? what did we do? what do you think about the lecture/what you did in class? how can you utilize what you learned in the lecture for the charity event?  Game Design Team: - Start thinking about your own game design
5 11/4	<b>12/10 at jidokan to test our game designs.</b>  <b>12/6 game testing workshop</b>	Have students think about what makes a good charity. READINGS  Start making a plan for our event  Read the reflections again.. Think about the guest experience  <a href="https://docs.google.com/document/d/1D3p-s3ok-qmWqo9dXE78pEs9747CnsDStJETscIO4Y/edit">https://docs.google.com/document/d/1D3p-s3ok-qmWqo9dXE78pEs9747CnsDStJETscIO4Y/edit</a>  _____	<b>TOPIC 1 of 4</b>  remind whole class of 12/10  review hospital/jidokan lectures: how can we apply the information to our design work?  go over <u>homework</u> people submitted late.  play (and observe people playing) (and remix): <u>2 rooms and a boom OR Lego Champion / Creationary (Jidokan wants LEGO games)</u>  read/discuss (set a timer, have students give answers one by one, rapidly, and take notes) <a href="https://docs.google.com/document/d/1e0Ttfyd_oqnxbnGPbogZKRqplApzK">https://docs.google.com/document/d/1e0Ttfyd_oqnxbnGPbogZKRqplApzK</a>	イベントを企画する方法・手段  <a href="http://www.charitygrow.com/2013/07/the-secrets-to-planning-a-successful-charity-event-a-first-timers-guide/">http://www.charitygrow.com/2013/07/the-secrets-to-planning-a-successful-charity-event-a-first-timers-guide/</a>  <a href="http://www8.cao.go.jp/youth/suisin/pdf/soudan/07/s4.pdf">http://www8.cao.go.jp/youth/suisin/pdf/soudan/07/s4.pdf</a>  <b>PRの仕方</b> Promoting your event or challenge  <a href="http://www.royalmarsden.org/promoting-event-challenge">http://www.royalmarsden.org/promoting-event-challenge</a>  SNS twitter/FB  5 Essential Tips for Promoting Your Charity	Reading  3 game ideas  PR Group Reading and prepare for the presentations

			<p><a href="#">46zG9ECr-O6DkA/edit</a></p> <ul style="list-style-type: none"> <li>• <b>brainstorming</b></li> <li>• <a href="https://gamedesignconcept.wordpress.com/2009/07/09/level-4-the-early-stages-of-the-design-process/">https://gamedesignconcept.wordpress.com/2009/07/09/level-4-the-early-stages-of-the-design-process/</a></li> <li>• IN CLASS EXERCISE: quick brainstorming (in 2 mins - write on blackboard): favorite games? simple games? strategic games? games the audience likes? the theme of hospital/charity? mechanics related (e.g., cooperation, laughing, playfulness)? cool tech? cheap tech? retro theme? video game theme? japanese theme? olympics theme? shizuoka theme? <u>other suggestions from students?</u></li> </ul> <p>which of these could be a successful big jidokan game? (circle)</p> <p>take photo and think</p> <p><b>TOPIC 2 of 4</b></p> <p>play (and observe people playing) (and remix): <b>robot turtles</b>, play and convert a video game for project (show pacman, tetris, real world mario, big smash), super mario exercise here? mario party exercise?</p> <p>read/discuss (set a timer, have students give answers one by one, rapidly, and take notes)</p>	<p>Using Social Media</p> <p><a href="http://mashable.com/2009/08/21/charity-social-media/#CM2YATdpYZqi">http://mashable.com/2009/08/21/charity-social-media/#CM2YATdpYZqi</a></p> <p>Free Ways To Promote Charity Events</p> <p><a href="http://www.admedia.com/free-ways-to-promote-charity-events.php">http://www.admedia.com/free-ways-to-promote-charity-events.php</a></p> <p>どのPRをしたいか？→グループ</p> <p>Newspapers Facebook Twitter Flyers</p> <p>LOGO</p>	
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			<p><a href="https://docs.google.com/document/d/1e0Ttfyd_oqnxbnGPbogZKRqplApzK46zG9ECr-O6DkA/edit">https://docs.google.com/document/d/1e0Ttfyd_oqnxbnGPbogZKRqplApzK46zG9ECr-O6DkA/edit</a></p> <p>read/discuss</p> <ul style="list-style-type: none"> <li>• <b><u>designing for player experience</u></b></li> <li>• <a href="http://www.leagueofgamemakers.com/designing-the-experience-around-the-play-er/">http://www.leagueofgamemakers.com/designing-the-experience-around-the-play-er/</a></li> <li>• <a href="http://www.leagueofgamemakers.com/experience-vs-mechanics/">http://www.leagueofgamemakers.com/experience-vs-mechanics/</a></li> <li>• optional: <a href="http://www.digra.org/wp-content/uploads/digital-library/10343.03567.pdf">http://www.digra.org/wp-content/uploads/digital-library/10343.03567.pdf</a></li> <li>• IN CLASS EXERCISE</li> <li>• design the same game (e.g., big tic tac toe) for different people. think of different people, match games to them (give rationale), mod games for them</li> </ul> <p>hospital kids? families? elementary school kids? university students? non-gamers? gamers?</p> <p>In our project: Be sure to explicitly design for the charity and the audience (not just yourself, classmates)</p> <p><b><u>BE AWARE: YOUR FINAL GAME IDEA FOR THE EVENT IS DUE IN 2-3 WEEKS</u></b></p> <p><b>Homework:</b></p> <ul style="list-style-type: none"> <li>- <u>come up with 3 possible big game ideas for the charity game event: make</u></li> </ul>	
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			<p><u>a presentation next week</u></p> <p>- <b>give 3 games to play with friends or family or game design group</b></p>		
6 11/11	12/2 prototype 12/6 workshop 12/10 public playtest		<p><b>Presentations</b></p> <ul style="list-style-type: none"> <li>present 3 ideas in front of groups</li> <li>break into teams, form groups (talk to other people...)</li> <li>rapid development: have a simple game prototype ready to playtest by next week</li> </ul> <p><b>Game Reports</b></p> <ul style="list-style-type: none"> <li>Ask about the games that they played. Would you like to borrow more?</li> </ul> <p><b>TOPIC 3 of 4</b></p> <p>play (and observe people playing) (and remix): forbidden island notes:  <a href="https://docs.google.com/document/d/1e0Ttfyd_ognxbnGPbogZKRqplApzK46zG9ECr-O6DkA/edit">https://docs.google.com/document/d/1e0Ttfyd_ognxbnGPbogZKRqplApzK46zG9ECr-O6DkA/edit</a> </p> <p>read/discuss</p> <ul style="list-style-type: none"> <li><b>iteration</b></li> <li><a href="https://gamedesignconcepts.wordpress.com/2009/07/02/level-2-game-design-iteration-and-rapid-prototyping/">https://gamedesignconcepts.wordpress.com/2009/07/02/level-2-game-design-iteration-and-rapid-prototyping/</a></li> <li><a href="http://www.gdcvault.com/play/1015585/Rapid-Iterative-Prototyping-Best">http://www.gdcvault.com/play/1015585/Rapid-Iterative-Prototyping-Best</a></li> <li></li> </ul> <p><b>TOPIC 4 of 4</b></p> <p>play (and observe people playing) (and remix): ciao ciao, hanabi</p>	<p>Presentations  昨年チャリティー・イベントのPR方法を踏まえて、どう改善できるか？また、続けたいことは何か？</p> <p>どのPRグループに入りたいか？  そこでどんなPRをするか？  （方法・アイディア）  計画表（Action Plan）  何かわからないこと、不安があるか？</p>	<p>Bring a prototype to test next week</p> <p>Promotion Group  Posting Diary on FB  what did we do in class?  what did you learn from it?  reflection opinions and so on</p>

			<p>read/discuss</p> <ul style="list-style-type: none"> <li>• <b>playtesting</b></li> <li>• <a href="https://gamedesignconcept.s.wordpress.com/2009/08/13/level-14-playing-with-no-n-designers/">https://gamedesignconcept.s.wordpress.com/2009/08/13/level-14-playing-with-no-n-designers/</a></li> <li>• <a href="https://gamedesignconcept.s.wordpress.com/2009/08/06/level-12-solo-testing/">https://gamedesignconcept.s.wordpress.com/2009/08/06/level-12-solo-testing/</a></li> <li>• IN CLASS EXERCISE</li> <li>• remix "snakes and ladders" in 5 min cycles <ul style="list-style-type: none"> <li>○ design +</li> <li>○ prototype +</li> <li>○ playtest + ask questions/ reflect</li> <li>○ + design...</li> </ul> </li> </ul> <p>Talk about doing a group design / individual games (think about the event - number of people / space)</p> <p><b>Homework:</b> Make and bring a big game prototype (by yourself, or with a group) to playtest next week.</p>		
7 11/18			<p>game playtest day</p> <p>playtest your ideas quickly</p> <p>work day - iterate</p> <p>Would you like to play / borrow some more games?</p> <p>complete work for next week:</p> <ul style="list-style-type: none"> <li>• big game prototype (materials)</li> <li>• game title</li> <li>• description</li> <li>• preparation for real playtest</li> </ul>	work on their own	<p>Interviewing game design group for posting FB diary</p> <p>Start promoting!</p>

8 11/25		<p>Make an Event plan</p> <ul style="list-style-type: none"> <li>- Room layout</li> <li>- Greeting / guiding</li> <li>- Donations</li> <li>- Posters</li> <li>- Game to play while waiting..</li> </ul>	<p><b>MIDTERM</b></p> <p>TENTATIVE FINAL GAME DUE</p> <ul style="list-style-type: none"> <li>• design document</li> <li>• for PR <ul style="list-style-type: none"> <li>◦ title</li> <li>◦ simple description</li> <li>◦ photo</li> </ul> </li> <li>• playtest 1 game (photo)</li> </ul> <p><u>coordinate with the advertising team?</u> <u>give them photos, drawing, explanation..)</u></p> <p><b><u>PLAYTEST</u></b></p> <ul style="list-style-type: none"> <li>• We need to give information to the PR team <ul style="list-style-type: none"> <li>◦ Name</li> <li>◦ Rules</li> <li>◦ Images</li> </ul> </li> <li>• How can we help PR team?</li> </ul>	start doing main PR push	
9 12/2	12/6 SPIEL BANDE workshop		<p>playtesting and development</p> <ul style="list-style-type: none"> <li>• we can use Fullerton playtesting rubric to test games....</li> </ul>		quick design doc (sketch and a few rules)
10 12/9			<p>playtesting and development</p> <ul style="list-style-type: none"> <li>• once in class, once outside of class each week?</li> </ul> <p><b>site visit this week?</b> to test the games at the Jidokan? [[[ is it possible to test the games with some kids? ]]] - at Megumi Yochien? at Udo Elementary School, during PE class?</p> <p>(budgets: JDH has markers and paper. if you want something special for your game, please buy and "donate" it for the charity) (color copies?)</p>		12/10 visit Kusanagi Jidokan 1-3pm



11 12/16			playtesting and development		game design document: <ul style="list-style-type: none"> <li>- rules</li> <li>- big</li> <li>- team roles</li> <li>- PR sheet</li> </ul>
12 12/23			playtesting and development		
13 (1/13)	Whole class meeting	<p>Show EXPO event guide(English and Japanese)  <a href="https://docs.google.com/document/d/1L65gMvjgo-8vW_BnqPJsup5A0-63042pXaf-f4Wojyk/edit#heading=h.hls805cvmgiv">https://docs.google.com/document/d/1L65gMvjgo-8vW_BnqPJsup5A0-63042pXaf-f4Wojyk/edit#heading=h.hls805cvmgiv</a></p> <p>Show donation boxes</p> <p>Show raffle tickets and prizes  <a href="http://www.amazon.com/gp/product/B0015ZZNFG/">http://www.amazon.com/gp/product/B0015ZZNFG/</a></p> <p>Show stamps</p> <p>Show EXPO todo  <a href="https://docs.google.com/document/d/1Z8ao6aLqBFEBt7TAWhEcwxKSCecbxUHybBJtWcsOqSY/edit#heading=h.70zzppieyxki">https://docs.google.com/document/d/1Z8ao6aLqBFEBt7TAWhEcwxKSCecbxUHybBJtWcsOqSY/edit#heading=h.70zzppieyxki</a></p> <p>Talk about roles at the event</p> <p>Show remember/task/problem doc, add to it:  <a href="https://docs.google.com/document/d/1ATw4WRsQxtih2bjwojppRMge5TxnadTbzpF2lt8jkEk/edit">https://docs.google.com/document/d/1ATw4WRsQxtih2bjwojppRMge5TxnadTbzpF2lt8jkEk/edit</a></p> <p>show / give posters (mozoushi)  B5, A3 and A4 paper in Prof. deHaan's office. He can make free copies for you.</p>	<p>playtesting and development</p> <p><u>prepare to teach your game (script / attract); prepare for problems that might arise [teaching]</u></p>		<p>game teaching script</p> <p>remember/task/problem doc, add to it:  <a href="https://docs.google.com/document/d/1ATw4WRsQxtih2bjwojppRMge5TxnadTbzpF2lt8jkEk/edit">https://docs.google.com/document/d/1ATw4WRsQxtih2bjwojppRMge5TxnadTbzpF2lt8jkEk/edit</a></p> <p>finish your games</p> <p>event tasks</p>
<p>1/20 - No Class. Work on your tasks.</p> <p>Bring materials to Prof. deHaan's office on or before 1/20 for him to take to the Event with his car.</p> <p>Yori will have a key to his office.</p>					

14 (1/22)	<p>The next day is the event (1/23)</p> <p>Meet at 9am to set up.</p> <p>Have the event collect questionnaire</p>		<p>PLAY IN CLASS - SIMULATE EVENT</p> <p>final development any problems? transport games to site</p>	<p>最終確認(物の配置、ポスター、備品、 必その他必要なもの)→児童館へ運ぶ</p>	
15 (1/29)	<p>work on final reports in class?</p>	<p>Reflection time</p> <p>Paperwork and presentation Donate games (or money directly). Write thank you letters. Post website final photos and thoughts and thanks.</p>	<p>Reflection time</p> <p>final reports (reflections) paperwork and presentation Write thank you letters who are involved (game lab website, SNS, jidokan, kuwahara san, nagasawa san, inagaki san) アンケート集計 Give final presentations and hand in reports.</p>		<p>final report</p> <p>Reflection document</p>
16 (2 / 5)	<p>Give final presentations and hand in reports.</p>				
17 ( 2 / 9)	<p>optional meeting?</p>				