

Roleplay Game Design Document

Business Purpose	Boards & Banter is a game cafe with a reservable room dedicated to role-play games. They have a few regular customers, but would like to grow their clientele to make it more sustainable. A survey of board game customers revealed 4/5 people are unsure how to play role-play games. This training would be offered for free to customers as part of a promotion for the role-play game room at Boards & Banter.
Target Audience	Adults that are interested, but unfamiliar with role-playing games
Training Time	20 minutes of scaffolded eLearning
Training Recommendation	Customers are more likely to enjoy their first experience, and therefore come again, if they come with basic skills and confidence. The eLearning module allows potential customers to gain an introduction to role-play games in the comfort of their own space and without the cost of a store employee running a workshop. It also provides personalized pacing for various processing speeds or levels of experience and interest.
Deliverables	1 eLearning course with evaluation developed in Articulate Rise
Learning Objectives	<ul style="list-style-type: none">• Explain the process of a role-play game.• Describe how outcomes of actions are decided.• Match character abilities to actions an adventure can take.• Select choices that contribute to greater enjoyment during a role-play game.
Training Outline	Course Overview <ul style="list-style-type: none">• Define role-play game (RPG)• Introduce the module objectives

	<p>How does an RPG work?</p> <ul style="list-style-type: none"> • Game set-up: roles, characters, equipment • Role-play process: set the stage, take action, respond • Scenario to introduce role-play tips • Knowledge check <p>What actions can I take?</p> <ul style="list-style-type: none"> • Basic Actions <ul style="list-style-type: none"> ◦ Time, Movement, Eating & Resting • Using abilities <ul style="list-style-type: none"> ◦ Overview of six categories of abilities ◦ Process for completing an ability check • Knowledge check <p>What do I do when it isn't my turn?</p> <ul style="list-style-type: none"> • Guidelines for keeping it fun <ul style="list-style-type: none"> ◦ Group guidelines: take risks, compromise, collaborate, communicate ◦ Scenario to introduce engagement tips • Knowledge check <p>Are you ready?</p> <ul style="list-style-type: none"> • Summary • Quiz with feedback • Course exit with coupon
Assessment Plan	<ul style="list-style-type: none"> • 80% passing of an eLearning module assessment • 5 questions measuring each learning objectives (multiple-choice, select multiple, sorting) • Unlimited attempts to pass
Evaluation of Success	<ul style="list-style-type: none"> • 40% increase in new customers at RPG events • 20% increase in repeat customers at RPG events