

Journalism Game Project



A partnership between Field Day, the Wisconsin Center for Education Research (UW-Madison), University of Wisconsin School of Journalism and Mass Communication, and the Wisconsin Department of Public Instruction

FIELD DAY



Overview

Come design a game with us! We're looking for **a small number of creative teachers** to serve as advisors for a new online game we are designing about journalism and news literacy. To progress in the game, players will need to apply journalistic practices like checking sources, gaining trust, and meeting deadlines under pressure.

Who are you? You teach journalism and/or use news media and current events to teach science, social studies, or media literacy.

Where do you come in? As an advisor, you'll use your teaching expertise to help guide the direction the game takes and make sure we create something other teachers will use in the classroom. You'll also test the game with your students and provide feedback that informs the game's design.

Why is this important? The resulting game will be used by **teachers throughout the state and country** to help teach news media literacy, the role of journalism for democracy, and the role of trust in the media. This project is being supported by a grant from the [UW-Madison Baldwin Award](#).

Why would you want to be involved? This is a unique opportunity to:

- Join a pop-up community of teachers, designers, researchers, and journalists
- Help design a free game that will be used by kids across the country and beyond
- Network and share ideas and resources with other educators
- Learn more about games, game design, and how to use games in the classroom

Calendar and Activities

What you are being asked to do/what are you getting into:

- Participate in a 90-minute project kick-off event. **VIRTUAL: March 2, 2021 (3:30-5:00)**
- Participate in two 90-minute advisory meetings. **VIRTUAL: April 6 & June 8, 2021 (3:30-5:00)**
- **Test different versions of the game** and provide feedback and ideas for improvement. **Summer & Fall 2021**
- **Test beta versions of the game with your students** to provide feedback and ideas for improvement. Testing can be done remotely. **Fall 2021**
- Participate in two one-hour playtest prep/debrief sessions. **VIRTUAL: Fall 2021 Dates TBD**
- Participate in a final celebration when the game gets released. **VIRTUAL or In Person: Winter 21/22**
- **Fellows will receive a \$250 stipend** for participating.

Frequently Asked Questions

What if I can't attend all of the virtual meetings?

The online sessions are a key part of the production process. As a result, advisors need to be able to attend all of the sessions.

Do I need to know how to do computer programming?

Computer programming skills and game design experience is not required. You should have an interest in using games in your teaching and/or an interest in integrating news media literacy into your curriculum.