

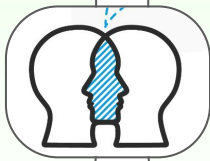
# SOCIAL SCIENCES GAME DESIGN: GETTING STARTED - version 1

## EMPATHIZE: WHO?

Who are the players? What kind of things would the players like? What kind of games will interest them/you?

## EMPATHIZE: WHAT?

What makes a game fun? What makes a good game? What are some examples of games you liked the best?



## WHY? (WHAT'S THE PROBLEM, REASON, ETC)

What PROBLEM or question or challenge will BE SOLVED.... By creating and/or playing this game.

## IDEATE! BRAINSTORM FIRST IDEAS

Briefly, what kind of game might work? Note games you know that you want to imitate!



## DESIGN TARGETS

### TIME PERIOD

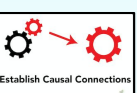
- ☐ Origins to 1608
- ☐ 1608-1760
- ☐ 1760-1791
- ☐ 1791-1840
- ☐ 1840 - 1896
- ☐ 1896 - 1945
- ☐ 1945 - 1980
- ☐ From 1980 to our times

### CONCEPTS

### KNOWLEDGE

### INTELLECTUAL OPERATIONS

Ways of "using knowledge"



# SOCIAL SCIENCES GAME DESIGN: GETTING STARTED - version 2

## EMPATHIZE: WHO WILL PLAY IT?

Who are the players? What kind of things do the players like?



## EMPATHIZE: WHAT makes A GOOD GAME

What kind of games will interest them/you? What makes a game fun? What makes a good game? Some examples of games you like?

## WHY? (WHAT'S THE PROBLEM, REASON, ETC)

What PROBLEM or question or challenge will BE SOLVED.... By creating and/or playing this game.

## IDEATE! Brainstorm FIRST IDEAS

Briefly, what kind of game might work? Note games you know that you want to imitate!



## DESIGN Targets

### TIME PERIOD

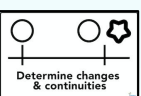
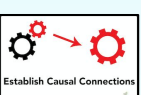
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### CONCEPTS

### KNOWLEDGE

### INTELLECTUAL operations

Ways of "using knowledge"



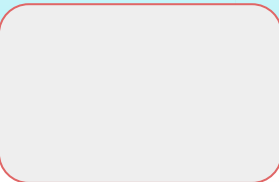
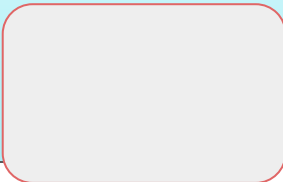
# SOCIAL SCIENCES GAME DESIGN: GETTING STARTED - VERSION 3

## EMPATHIZE: WHO WILL PLAY MY GAME?

Who are the players? What kind of things would the players like? What kind of games will interest them?



## WHY? What will students review/learn? What competencies will they practice!? What I.O.s could be evaluated?



TARGETED COMPETENCIES

## IDEATE! Brainstorm FIRST game IDEAS

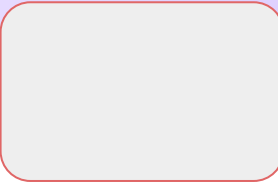
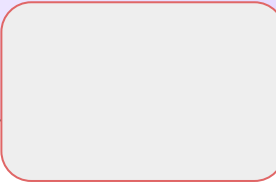
Briefly, what kind of game might work? Note down some games you know that you could try to create!



Type of game				
Questions	Maps	Escape	Role Playing	Cooperative
Strategies and negotiation	Resource management	Investigation and puzzles	Creative and social	Other

The aim of the game			
Speed: finish your cards, reach the finish line first, etc	Have the most resources, points or money!	Building or creating something.	Solve a riddle, discover the mystery character

Prompts from: [Designing a game in a creative lab setting!](#)



TARGETED INTELLECTUAL OPERATIONS



## DESIGN Targets

### TIME PERIOD

- ☐ Origins to 1608
- ☐ 1608-1760
- ☐ 1760-1791
- ☐ 1791-1840
- ☐ 1840 - 1896
- ☐ 1896 - 1945
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### CONCEPTS

### KNOWLEDGE

### INTELLECTUAL operations Ways of "using knowledge"



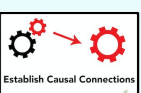
Establish Facts



Situating in Time & Space



Establish Connections Between Facts



Establish Causal Connections



Identify differences & similarities



Determine changes & continuities



Determine causes & consequences

# SOCIAL SCIENCES GAME DESIGN:    PROTOTYPING

Give it a name, describe the materials, outline the steps in playing the game

## ***Game name (DRAFT)***

*A catchy title you can always change later. (Remember your Society or Territory focus, and your Intellectual Operations*

## ***Materials:***

*I.e. pieces and parts such as cards, a game board, maps, playing pieces, devices, etc.*

## ***HOW IT MIGHT BE PLAYED (DRAFT INSTRUCTIONS)***

*Imagine how the game is to be played. Write steps, sketch out playing area, how pieces might be used, etc.*

SOCIAL SCIENCES GAME DESIGN: INSTRUCTIONS and Game materials

Present your game and game instructions to others using a formal instruction sheet like this, or a longer Word/Google document.

Game name Here

INSTRUCTIONS and Game materials:

INCLUDING PHOTOS OF GAME PARTS AND LINKS TO ANY OTHER DOCUMENTS YOU HAVE CREATED



SOCIAL SCIENCES GAME DESIGN: INSTRUCTIONS and Game PHOTOS

Present your game and game instructions to others using a formal instruction sheet like this, or a longer Word/Google document.

INSTRUCTIONS and materials CONTINUED:

# SOCIAL SCIENCES GAME DESIGN: TESTING AND REDESIGNING

Take some notes while people are playing it, and while you are thinking about how to change it!

## TEST RUNS & EVALUATING our game

*Is the game playable? Enjoyable? What worked and didn't? What would you change for your class, in terms of the instructions, game play, materials, content, level, use in class, etc.*

## REDESIGN: what needs to change!

*Jot down a few things we can change, take out, add, simplify, etc.*

# SOCIAL SCIENCES GAME DESIGN: SHARING / ANNOUNCING / PROMOTING

Announce your game and game. You might want to create a shorter “pitch” for sharing your game (instructions, cards, materials, etc.) on a website.

## OUR PITCH

*What can people get from our game? Why should they play it?*

## SOCIETY (IES)

*& time periods covered by the game!*

## Intellectual Operations

*The ways our games “use knowledge”:*

**A TWEET** *Compose a shorter version of this page to tweet out your game!*



**REFLECTIONS:**

*What did we learn making this game? Why should others make their own games too?*



PNG Thinking Student