Designing a Multiplayer Serious Game with Science Content

Game Personas		Designing a Muniplayer Serious Game with Science Content Game Design - Phase 1	Game Design - Phase 2
Name	Role	Persona's Narrative	Gaming & Learning Synthesis
(S)	The NICs guide students to achieve specific learning goals, according to the school book of Casmilley.		
In-Game Master	The NPCs respond to players' interaction, giving them information, guiding them, challenging thom with riddles and puzzles, rewarding them with skife, and assigning them with missions.		
Cooperative Learning	Students work as a team in the sense that they all move on the same map and interact with NPCs for guidance. All students need the educational content, and anyone can perform an experiment or some of its stape which to other most waits with personal and describe the tractions. There are also questions that must be answered by all students before the game plot can proceed.		
Game Party	The team of players moves from map to map together, exploring and interacting with the various NPCs who guide them. When one player interacts with an object, everyone is watching the process while the interactions and the information become wide to everyone and they must read them. A set of riddles could also be used to challenge the game party.		
Student 1	This is the persona of an individual student who is assigned with specific questions to be answered and/or problems to be solved, such as chemical equations.		
Player 1	This is the persona of an individual player who has a particular role in the game. Me/she is assigned individually with riddles or /and parates to be solved while their correct solution rewards him / she with skills. Thos skills are actioned in his / her inventory to be used with the rest of the players, as a necessary condition to win the battle that ends the party's mission.		
Student 2	This is the persona of an individual student who is assigned with specific questions to be answered and/or problems to be solved, such as chemical equations.		
Player 2	This is the persons of an individual player who has a particular role in the game. He/she is assigned isolavidually with riddles or / and puzzles to be slowed while their correct solution rewards kim / her with skills. Those solid are stored in his / her inventory to be used with the rest of the players, as a necessary condition to win the buttle that ends the party's mission.		
Student 3	This is the persona of an individual student who is assigned with specific questions to be answered and/or problems to be solved, such as chemical equations.		
Player 3	This is the persons of an individual player who has a particular role in the game. He/she is assigned individually with riddles or / and puzzles to be solved while their correct solution rewards kim. / her with skills. Those solid is are stored in its / her inventory to be used with the rest of the players, as a necessary condition to win the battle that ends the party's mission.		
Educational Goals			
Educational Content			
Suggested Activities			