Design a Game Story Board

# Learning Goal

Participants will create a draft of an information literacy game by designing a story board describing the critical decisions in the process of game design.

# Equipment

Blank Story Board

ACRL Framework Puzzle Pieces

Learning Outcome Puzzle Pieces

Task Puzzle Pieces

Pedagogical Techniques Puzzle Pieces

Assessment Puzzle Pieces

Game Dynamic Puzzle Pieces

Game Motivation Puzzle Pieces

Game Technology Puzzle Pieces

Rule Puzzle Piece

Highlighters

Blank Labels

Timer

# Process

Step. 1 Choose an ACRL Framework Puzzle Piece and highlight any Knowledge Practice or Disposition that will serve as the focus for the game. Tape it to the Story Board

Step 2. Create at least 1 Learning Outcome related to the ACRL Frame and write it on a blank sticker. Put sticker on puzzle piece and tape it to the Story Board

Step 3. Choose an assessment from the list of Assessments and write it on a blank sticker. Put sticker on puzzle piece and tape it to the Story Board.

Step 4. Choose at least 2 activities from the Pedagogical Technique list and write it on a blank sticker. Put sticker on puzzle piece and tape it to the Story Board.

Step 5. Use the Tools Lists and the Verbs List to create at least 2 Tasks the students will do in the game. Write on a blank sticker and tape it to the Story Board.

Step 6. Highlight at least 1 Game Dynamic to use and tape puzzle piece to the Story Board.

Step 7. Highlight at least 4 Game motivators and tape those stickers on the Story Board.

Step 8. Choose 1 Game Technology and write it on a blank sticker. Put that sticker on puzzle piece and tape it to the Story Board.

Step 9. Identify any specific rules for the game and write them on a blank sticker(s). Put sticker(s) on puzzle piece and tape to Story Board.

Step 10. Be prepared to share draft Game with other groups and have picture of Story Board taken.

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| ACRL Frame (pick 1) 6 solid green pieces with Frame, Knowledge Practice, and Disposition on sheet. Knowledge Practice/Disposition (highlight 1) | Learning Outcome print purple(create at least 1)Blank puzzle piece attach sticky note |

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| --- | --- |
| Tools  | Verbs  |
| Library CatalogBooksPeriodicasl/Scholarly JournalsNewspapersArticlesVideo/ImagesQuotes/Summaries/ParaphrasesParagraphsDatabasesAnnotated BibliographyMapsKeywordsCitationsSentencesOther? | WriteReadAnalyzeEvaluateUseListApplyIdentifyReportSummarizeExplainDemonstrateSelectFindCreateCompareOther? |
| Blank puzzle piece with label(s) for writing Tasks (Verb + Tool)—Create 2 (purple) |

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| --- | --- |
| Pedagogical Techniques/Class Activities(Choose at least 2) (pink/yellow) | Assessment (Choose at least 1) (yellow) |
| Pair/Share/ReportPair/Share/RecordIndividual workDirected practiceJigsawPresentationSmall Group Record/ReportBrainstormQuestions/AnswersScaffoldingRepetitionReflectionFeedbackDemonstration | Minute PaperRubricScorecardPoll/SurveyMuddiest PointQuizOther? |
| Puzzle piece with label for choice (green) | Puzzle piece with labe1 for choice |

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| --- | --- | --- |
| Game Dynamics (Choose at least 1) pinks | Game Motivators(Choose at least 2) | Game Technology (Choose at least 1) |
| Race to the FinishTerritory AcquisitionExplorationCollectingRescue or EscapeAlignmentForbidden actConstruct or buildOutwitSolutionMatching | Fun (Lazzaro 2004)Social Interaction (Chou 2017)Meaning (Chou 2017DiscoveryFantasyMasteryOwnership/Possession (Chou 2017)ExplorationAccomplishment (Chou 2017)AvoidanceChangePurposeConflictCooperation/CollaborationCompetitionStrategyChance/Unpredictability (Chou 2017)CuriosityChallengeControlOwnership/Possession (Chou 2017)Scarcity (Chou 2017)AutonomyAestheticsNarrative/StoryThemeResourcesTimeLevelsCreativity with Feedback (Chou 2017)Reward (points, tokens, etc)CharacterProgress (leaderboards)Recognition (badges) | CardsCubesQuizizzKahootPuzzle BoardDiceRandom Number GeneratorWheelSmartBoardLockboxEscape RoomGoosechaseTwineJeopardyBoard GameJeopardyConcentrationYour choice |
| Puzzle piece with these on it – highlight choice | Puzzle piece with these on it –highlight choice | Blank puzzle piece |

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| Specific Rules and Game description (Use stickers) Large puzzle piece use sticky note to write info |

Angelo, Thomas A, and K. Patricia Cross. *Classroom Assessment Techniques : A Handbook for College Teachers*. 2nd ed., Jossey-Bass, 1993.

Boller, S., & Kapp, K. (2017). *Play to learn: Everything you need to know about designing effective learning games*. Alexandria, VA: ATD Press.

Brathwaite, B., Schreiber, I., & Charles River Media (Firm). (2009). *Challenges for game designers*. Boston, MA: Course Technology/Cengage Learning.

Chou, Y. (2017). *Actionable gamification: Beyond points, badges, and leaderboards* ([First edition, revised impression]. ed.). Milipitas, CA: Octalysis Media.

Haiken, M. (Ed.). (2017). *Gamify literacy: Boost comprehension, collaboration and learning* (First edition. ed.). Portland, Oregon: ISTE.

Kim, Amy Jo. (2018) Game thinking. 2nd ed. Gamethinking.io.

Lazzaro, N. (2015) *The 4 Keys 2 Fun*. (http://www.nicolelazzaro.com/the4-keys-to-fun/

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| ACRL FrameKnowledge Practice / Dispositon | Learning Outcome | Assessment |

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| Tools + Verb = Tasks | Pedagogical Techniques |

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| --- | --- | --- |
| Game Dynamics | Game Motivations | Game Technology |

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| Game Rules and Description |

 

