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| Identify Need: | | |  | | |
| Instructional Goal | | | After playing this game learners will: | | |
| Learning Objectives | | | To achieve this goal, learners need to be able to: | | |
| Core Dynamics | | | Race to the finish  Territory acquisition  Exploration  Collecting | Rescue or escape  Alignment  Forbidden act  Construct or build | Outwit  Solution  Matching |
| Tasks:  (Specific activities the learners will do) | | |  | | |
| Game Mechanics: (learning loop—Kim) | | | The description/rules for this game are the following: | | |
| Game Motivators: | | |  | | |
| Aesthetics  Chance  Competition  Conflict | Cooperation  Levels  Resources  Rewards | Story  Strategy  Theme  Time |
| Feedback  (Mastery Journey—Kim) | | | Learners will receive feedback at the following places in the game:  (Discovery, Onboarding, Habit Building, Mastery) | | |