

GAMEPLAY

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GENRE

What type of game is this?

GAMEPLAY

AFFECT & ENGAGEMENT

*What type of **emotions** will
the game evoke?*

GAMEPLAY

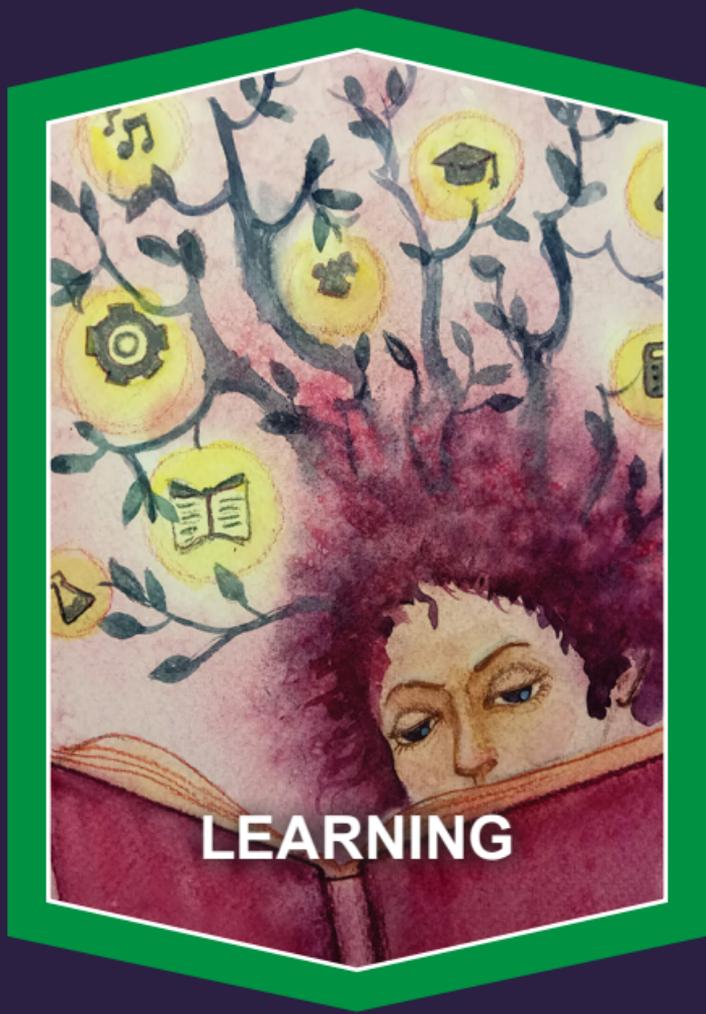
GAME MECHANICS / DYNAMICS

*Will there be different levels
within the game?*

GAMEPLAY

PLAYER ACTIONS / DYNAMICS

*What **actions** can the player take? Will there be any time limit for actions? Will **feedback** be provided on the actions?*



LEARNING

LEARNING

LEARNING OUTCOMES

*Who is the **player**?*

LEARNING

LEARNING OUTCOMES

*What learning challenge
will the game solve?*

LEARNING

LEARNING OUTCOMES

*What are the **learning outcomes** for the game?
How does the game fit into
the course lesson, module
or **curriculum**?*

LEARNING

LEARNING OUTCOMES

*What is the player's **goal** in the game?*

LEARNING

TAUGHT CONTENT

*What academic content will
be taught by the game?*

LEARNING

TAUGHT CONTENT

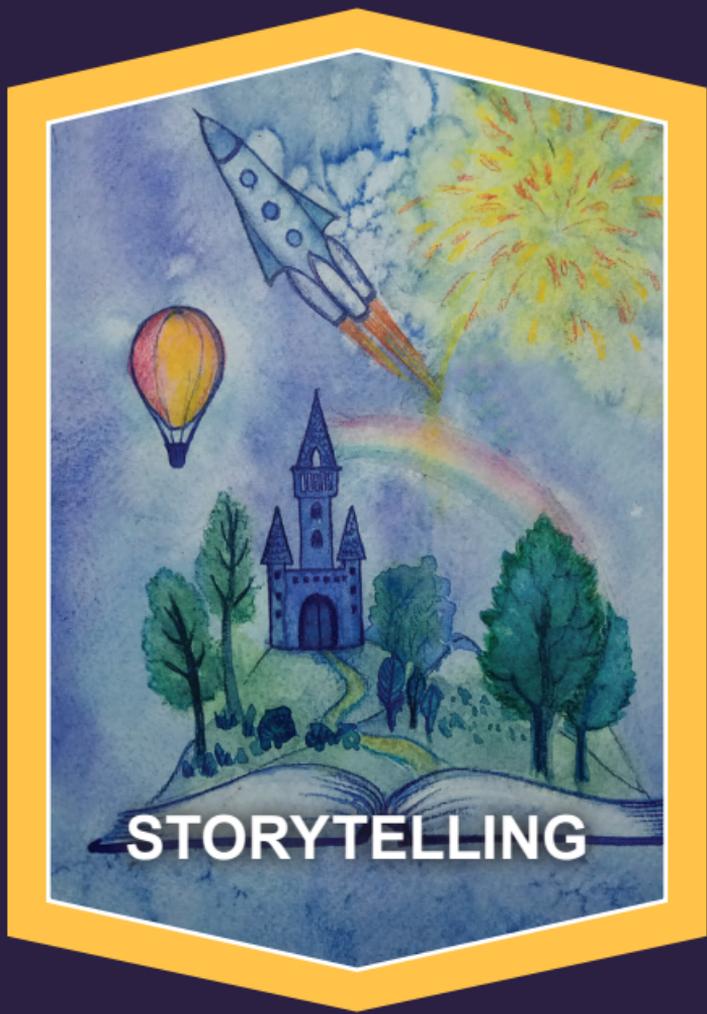
*What types of **skills** or **knowledge** will the player need to play the game?*

What types of skills or knowledge will the player gain from the game?

LEARNING

PEDAGOGICAL APPROACH

*What teaching approaches
will be used in the game?*



STORYTELLING

STORYTELLING

IMAGINATION

*What is the story's **plot**?*

STORYTELLING

IMAGINATION

What type of world is the game situated in?

STORYTELLING

IMAGINATION

*Who are the **characters** in the game? What role do they serve? Does the player assume one of these roles?*

STORYTELLING

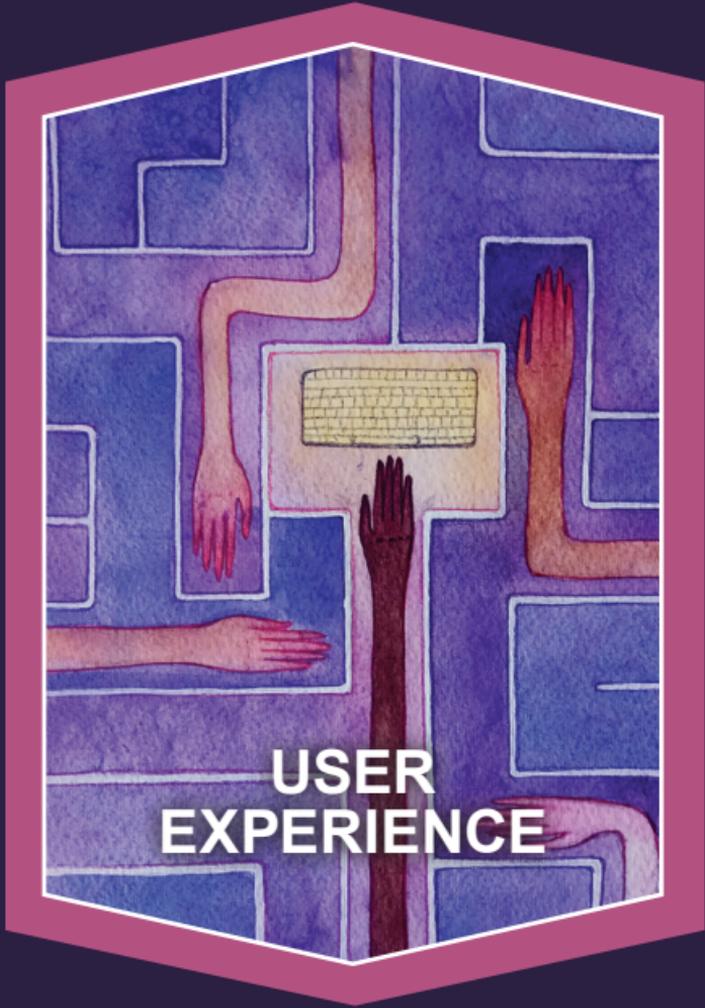
EMERGING STORIES & EXPERIENCES

*Will there be **one** or **multiple** stories within the game? How will the **stories** unfold?*

STORYTELLING

EMERGING STORIES & EXPERIENCES

*How and when will the
game's story end?*



**USER
EXPERIENCE**

USER EXPERIENCE

INTERFACE COMPONENTS

*What **game controls** will
you include?*

USER EXPERIENCE

FEEDBACK

*Can the player share their
game results with other
players?*

USER EXPERIENCE

FEEDBACK

*Will be the player be provided with **progress reports**? How will the player access these reports?*

USER EXPERIENCE

CONTROL-MAPPED ACTIONS

*Can the player pause,
stop or save their progress
during the game?*



Digital Education Strategies

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