

**GAMEPLAY**

# GAMEPLAY

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## AFFECT & ENGAGEMENT

*What **motivates** the player to play the game? How will the player's motivation be sustained?*

# GAMEPLAY

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## AFFECT & ENGAGEMENT

*What **motivates** the player  
to return to the game?*

# GAMEPLAY

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## PLAYER ACTIONS

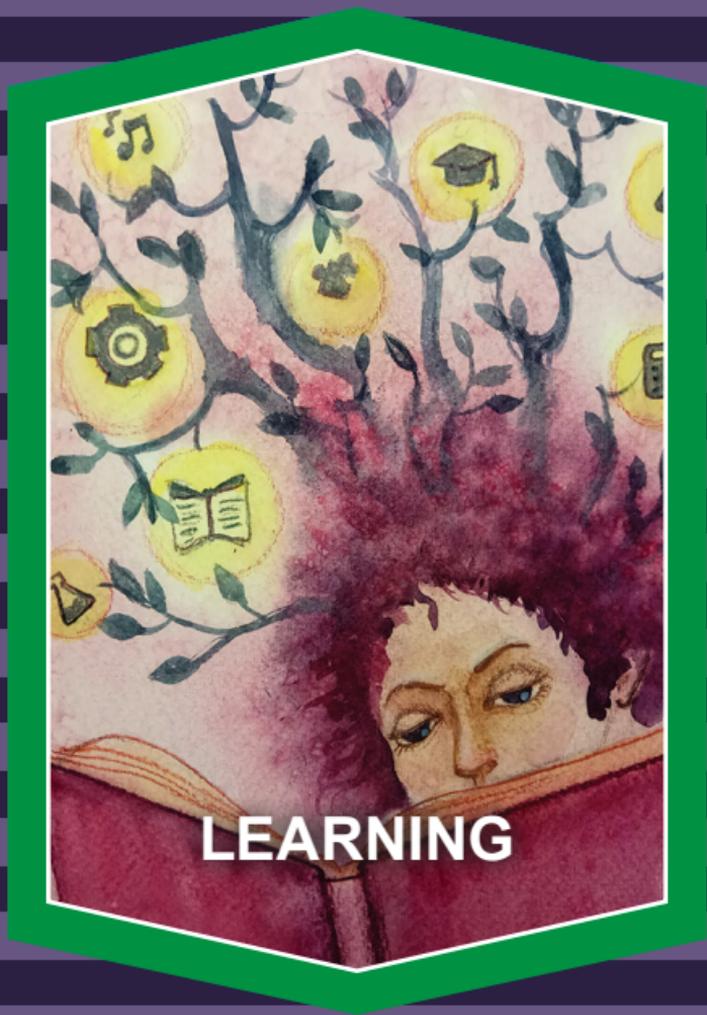
*What **actions** can the player take? Is there any time limit for actions? Will feedback be provided on the actions?*

# GAMEPLAY

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## PLAYER ACTIONS / DYNAMICS

*What are the outcomes of  
the player's **actions** in the  
game?*



**LEARNING**

# LEARNING

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## TAUGHT CONTENT

*What activities in the game will help to achieve learning outcomes?*

# LEARNING

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## PEDAGOGICAL APPROACH

*How will the **teaching approaches** be used to help achieve learning outcomes?*

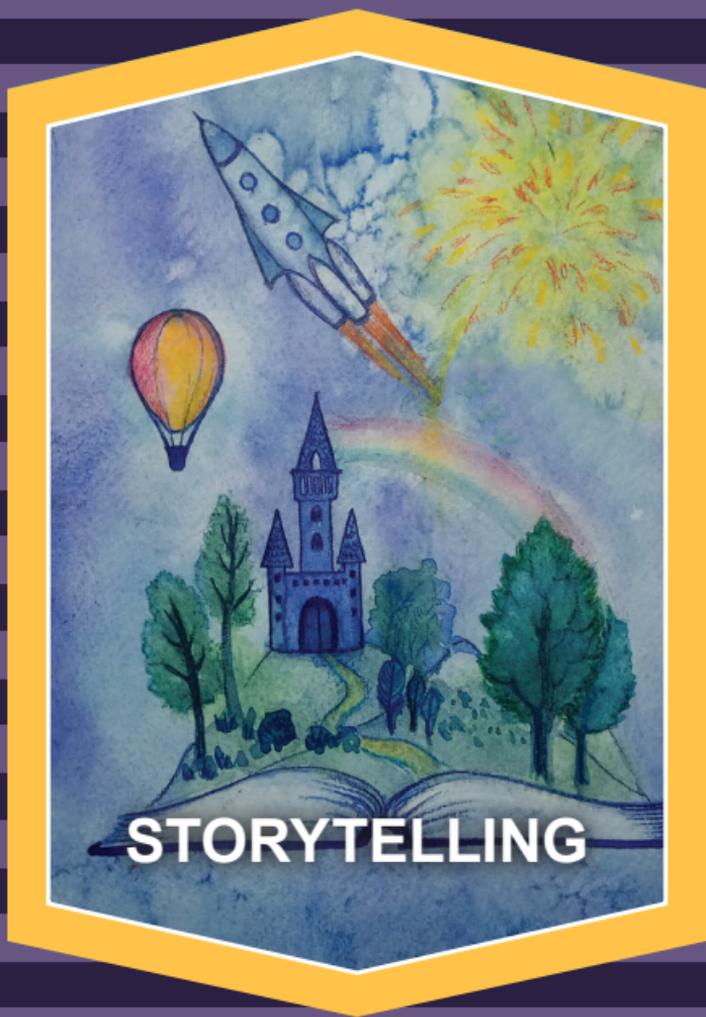
# LEARNING

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## 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?*



**STORYTELLING**

# STORYTELLING

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## IMAGINATION

*What does the **game's world** look like? What is the world's name and setting? What are the world's rules and limitations? What do your **senses** tell you?*

# STORYTELLING

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## IMAGINATION

*What **backstory** is the player provided with? How will this be communicated?*

# STORYTELLING

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## IMAGINATION

*Who is the main character? Who are the secondary characters? What are their names, missions and **background characteristics**?*

# STORYTELLING

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## IMAGINATION

*What type of actions can  
the main character take?  
What roles do the secondary  
characters have?*

# STORYTELLING

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## INTERACTIONS

*Who or what does the player **interact** with during the game? What do these characters or objects look like? What do they do?*

# STORYTELLING

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## CHOICES

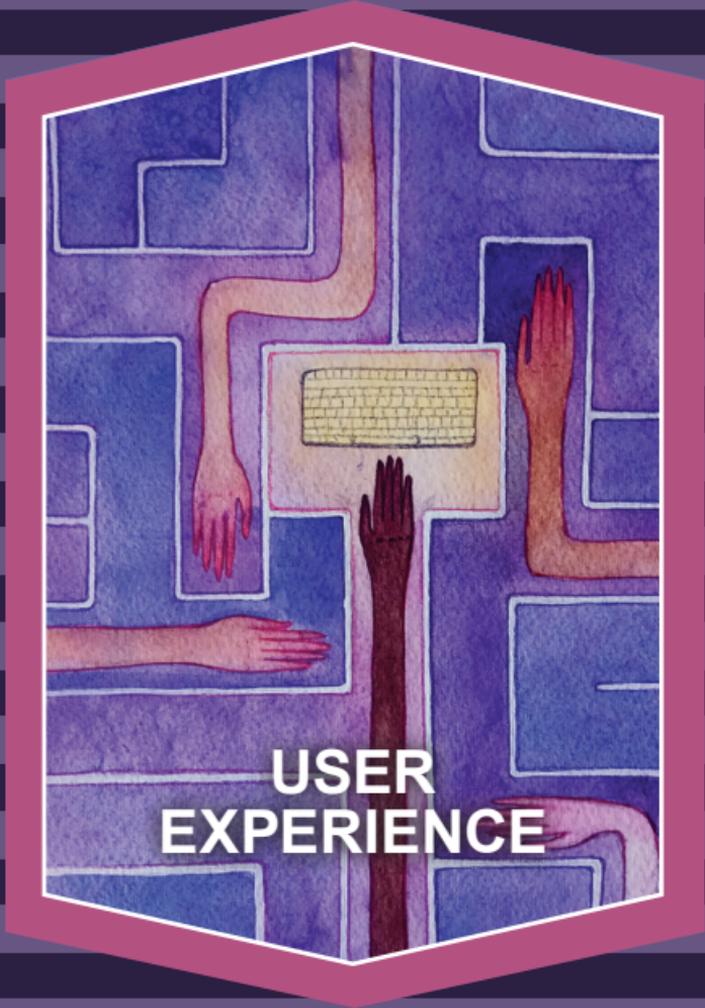
*Describe 2-3 scenarios within the game: what problems or challenges are the characters and objects involved with? What are the possible actions or solutions in each scenario? What is the ideal solution?*

# STORYTELLING

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## EMERGING STORIES

*How will the player's **stories**  
**unfold** in the game?*



**USER  
EXPERIENCE**

# USER EXPERIENCE

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## CONTROL-MAPPED ACTIONS

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

# **USER EXPERIENCE**

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## **FEEDBACK**

*How will the player share  
their game results with  
other players?*

# **USER EXPERIENCE**

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## **FEEDBACK**

*How is the player's progress  
in the game communicated?*

# USER EXPERIENCE

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## INTERFACE COMPONENTS

*Is this a 2D or 3D game?*

*Is this a photorealistic,  
cartoon or abstract game?*

# USER EXPERIENCE

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## INTERFACE COMPONENTS

*How and when will audio  
be used in the game (e.g.  
narration, music, etc.)?*

# USER EXPERIENCE

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## INTERFACE COMPONENTS

*Will there be **minimaps**,  
menus or scores in the  
game? Where will these be  
located and when will they  
be presented to the player?*



Digital Education Strategies

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