

## PBL Gamer 2000 Outline: This is for You and Your Parents!

<b>Assignment and Day Assigned in Class:</b>	<b>Due Dates:</b>
<p><b>Part I: <u>Reflection Journal</u></b> (12 of 22 days require entry; <b>Indiv. Work / IW</b>) <b>Assigned: T1D19</b> (you may do more for <b>extra credit!</b>) (Included in your Designer's Notebook)</p> <p>= 15 pts ea; (60 pts = 1<sup>st</sup> Draft; 60 more = 2<sup>nd</sup> Draft; 60 more = Final Draft) total = 180 pts</p>	<p><b>Drafts:</b> D5 (1<sup>st</sup> 4 entries) D10 (8 entries) <b>Final:</b> All 12 entries: D17</p>
<p><b>Part II: <u>Designer's Notebook (IW)</u>:</b> Keep a handy notebook to record your thoughts, ideas, etc! <b>Assigned: T1D20</b></p> <p>= 80 pts total (20 1<sup>st</sup> Draft + 20 2<sup>nd</sup> Draft + 40 Final Submission)</p>	<p><b>Drafts:</b> D5 (20 pts) D10 (20 pts) <b>Final D17 (40 pts)</b></p>
<p><b>Part IIIA: <u>Interview a Game Designer, &amp; reflect on the experience!</u> (IW)</b> <b>Assigned: T2D1</b> OR <b>Part IIIB: <u>Visit A Gaming Night Group, &amp; share your experience!</u> (IW)</b> OR <b>Part IIIC: <u>Commission an artist for Concept Art</u> (IW)</b></p> <p>= 80 pts (Half points more <b>Extra Credit</b> if you do more than one!)</p>	<p><b>Draft:</b> T2D9  <b>Final:</b> T2D12</p>
<p><b>Part IV: <u>Working in Game Design: A Case Study (Group Work / GW)</u></b> <b>Assigned: T2D3</b> You and an assigned group (may be different from Part V) will be creating a game based on criteria given to you by your "boss", Mr. Wright. You will have roughly two weeks to finish the task; good luck!</p> <p>= 100 pts</p>	<p><b>Draft:</b> T2D6  <b>Final:</b> T2D10</p>
<p><b>Part V: <u>Beta / Blind Test &amp; Reflection (IW)</u></b> <b>Assigned: T2D8</b> In class, or outside of class, get a blind test group to play your game. Take notes and reflect on their experience, and consider how it might be used to improve your game.</p> <p>= 80 pts</p>	<p><b>Draft:</b> T2D14  <b>Final:</b> T2D17</p>
<p><b>Part VI: <u>Gamer 2000: Final Project (GW)</u></b> <b>Assigned: T2D10</b> This is it folks; your training and practice have led you to this <u>very moment</u>: now, you will get together with 1-2 other students and create your <u>very own game</u>. This time, <u>you</u> get to decide the genre, the theme, the style, etc. Good luck!</p> <p>= 100 pts</p>	<p><b>Draft:</b> T2D14  <b>Final:</b> T2D17</p>
<p><b>PBL Culmination: <u>Game Night Presentation (IW)</u></b> <b>Assigned: T2D10</b> This Monday evening, we'll bring our games, and have fun playing the various games that you and your students have created! Should be a blast, and we hope to see all of you there!</p> <p>= 80 pts</p>	<p><b>Final Present Day:</b>  <b>Game Knight:</b> Monday, May 13<sup>th</sup> 6-8 PM (attendance req.)</p>

**700 pts total**

NAME: \_\_\_\_\_ CLASS/PERIOD: \_\_\_\_\_ DATE: \_\_\_\_\_

**D19: Discuss the Journal:** Students will hear some details about the project, specifically the **Journal Assignment** (Part I). They are informed that they will need to complete at least 8 (15 pts each) of the entries to get full points (up to 22 possible; you may do more for ½ pts extra credit if you'd like)

**Assigned: Part I: Journal Entry Assignment (12 ea. for 180 pts)**

**D20:** Students are introduced to the overview of the **PBL Assignment**, & the **Designer's Notebook**.

**D21,22, D1: Part IIA,B,& C Assignments**, where students can choose to either (A): interview an expert in the Game Design community, and share what they learn, or (B): attend two different gaming group events, and share their experience, or (C) Commission an Artist for your Game Concepts! They also got a copy of the **parent letter** that was emailed to everyone.

**Assigned: Part II A, B, or C: (Draft Due: D9; Final: D14, 80 pts)**

**D2:** Students will discuss the difference between being a **Game Player** vs. a **Game Designer**. We also briefly discussed the importance of **Intellectual Property**, and how it works. works.

**D3: Part IV: Game Design Case Study:** Today we introduced your next assignment, as Hasbro, Inc. employees trying to create a game per specific game limitations. You were assigned groups for it.

**D4:** Students will discuss the difference between being a **Game Player** vs. a **Game Designer**. We also briefly discussed the importance of **Intellectual Property**, and how it works. Worked on **Part IV**.

**D5: Work Day** – Students worked on their Hasbro assignment

**D6: Draft:** Your draft for **Part IV: Hasbro Assignment** was presented and feedback given in class

**D7-D9: Work Days** Students work on **Part IV**. **D8: Part V: Beta / Blind Test (Draft D14, Final D17):**

**D10: Part IV Final Presentation;** and 2<sup>nd</sup> draft of **Journal & Designer's Notebook** next, the final part is assigned: **Part VI Gamer 2000!** You are creating your own game, your own rules! **Assigned: Part VI:**

**(Draft Due: D14; Final: D17, 100 pts); D10 Final Game Knight Reminder Given**

**D11-13: Work Days** – students will keep working on **Part VI Gamer 2000** assignment. **Final version of Part IIIA, B or C is due as well on D12.**

**D14: Draft For Part V (Beta Test) & VI (Gamer 2000) Due!** Students present their game, and are expected to have begun / started their **Beta Test**. Students then utilize feedback to finish designing.

**D15-16:** Final work days!

**D17: Final Presentation of Part VI** (Culmination that night!) This is it! The end! You will present your final finished game in class, and use this last day to make any final tweaks before the **Culmination Event** this night (May 13<sup>th</sup>, from 6-8 PM)