

Course \_\_\_\_\_

Instructor \_\_\_\_\_

**Step 1: Identify the purpose. (Idea or system is conceived)**

What is the learning objective?

What is the theme of the game?

**Step 2: Identify the components. (Idea or system is formalized)**

What game will you use?

What materials will you use to facilitate

For which platform will you develop?

your game?

**Step 3: Identify the process (Idea or system is formalized)**

How does a player win the game?

What options are available to players?

What design patterns might you use?

How will the interactions facilitate

How will a turn play out?

learning the objective?

**Step 4: Refine**

Test (Idea or system is tested)

Evaluate

Revise (Problem solve unresolved issues in design)