GAMEPLAY

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

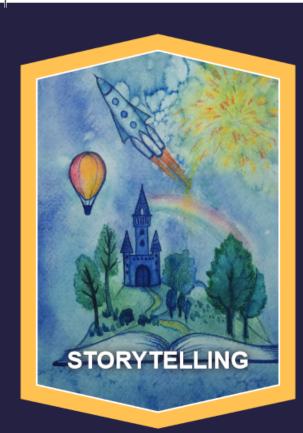*What **academic content** will be taught by the game?*

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?*
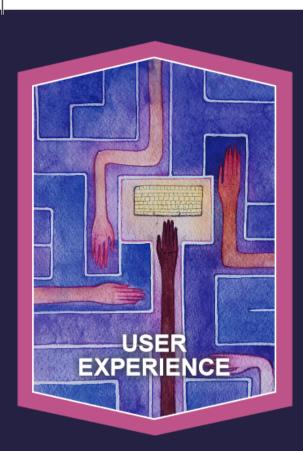
STORYTELLING

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?