

## Educational Game Design Planning Worksheet

### PHASE 1: CONCEPT FOUNDATIONS

#### Learning Objective(s)

*What specific concept or skill should students master through this game?*

- Primary objective: \_\_\_\_\_
- Secondary objectives (if any): \_\_\_\_\_

#### Student Challenges

*What aspects of this concept do students typically struggle with?*

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

#### Knowledge Transfer

*How will playing this game directly contribute to students' understanding or abilities?*

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### PHASE 2: GAME STRUCTURE EXPLORATION

#### Game Format

*Consider which format best suits your learning objectives:*

- ☐ Digital game (web, mobile app)
- ☐ Board game
- ☐ Card game
- ☐ Role-playing exercise
- ☐ Simulation
- ☐ Puzzle-based activity
- ☐ Team competition
- ☐ Other: \_\_\_\_\_

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### Core Mechanics

*What actions will players take that reinforce the learning objectives?*

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### Player Interaction

*How will students engage with each other and/or the game?*

- ☐ Competitive (players work against each other)
- ☐ Cooperative (players work together)
- ☐ Solo play with shared discussion
- ☐ Team-based
- ☐ Other: \_\_\_\_\_

### Time Constraints

*Consider your instructional time limitations:*

- Game duration: \_\_\_\_\_ minutes
- Setup time: \_\_\_\_\_ minutes
- Debrief time: \_\_\_\_\_ minutes

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## PHASE 3: ENGAGEMENT ELEMENTS

### Challenge Design

*What creates meaningful challenge in your game?*

- ☐ Time pressure
- ☐ Limited resources
- ☐ Strategic decision-making
- ☐ Puzzle solving
- ☐ Knowledge recall/application
- ☐ Other: \_\_\_\_\_

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### Feedback Mechanisms

*How will students know they're making progress or learning?*

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### Motivation Elements

*What will keep students engaged?*

- ☐ Points/scoring system
- ☐ Narrative/storytelling elements
- ☐ Progression system (levels, unlocks)
- ☐ Meaningful choices with consequences
- ☐ Social recognition components
- ☐ Other: \_\_\_\_\_

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## PHASE 4: PROTOTYPING OUTLINE

### Materials Needed

*List all components required to create your prototype:*

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### Basic Rules Framework

*Draft the fundamental rules (use additional paper if needed):*

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

### Success Indicators

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*How will you determine if players have achieved the learning objectives?*

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### PHASE 5: ITERATION PLANNING

#### Playtesting Strategy

*How will you test your game before full implementation?*

- ☐ Colleague review
- ☐ Small student group test
- ☐ Self-testing different scenarios
- ☐ Other: \_\_\_\_\_

#### Potential Adjustments

*What elements might need refinement based on initial testing?*

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#### Assessment Integration

*How will you measure learning outcomes from the game?*

- ☐ Pre/post knowledge check
- ☐ In-game performance metrics
- ☐ Follow-up assignment
- ☐ Class discussion evaluation
- ☐ Other: \_\_\_\_\_

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### REFLECTION QUESTIONS

1. How does this game transform passive learning into active engagement with the concept?

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2. What aspects of your discipline make this concept particularly suitable for gamification?
3. How might this game accommodate different learning styles or abilities?
4. What real-world applications of this concept does the game highlight?
5. How will the game experience transfer to exam performance or practical applications?

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### NOTES & IDEAS

*Use this space for additional thoughts or sketches:*

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