



## Context

1. Set learning objectives
2. Constraints

Time, money, skills, student characteristics, student numbers, technology, accessibility, subject features

## Grand design

3. Set type of game

Board, card, quiz, physical, puzzle, web-based, role play, mobile app, console game, computer...

4. Set core mechanics

What is the goal, what are the win states, rules, scoring, progression, rewards

5. Review game balance

Check playing time, difficulty, level of chance, collaboration and competition, seriousness, physical vs. mental balance, etc.

6. Build first prototype

## Refine design

7. Add story layer

What is the game context? Who are the players? Create narrative, characters, etc.

8. Add sub-mechanics

Conflict, collection, chance, sabotage, tension, speed, risk, rewards, events, etc.  
Adds interest and (re)playability to the core design

9. Check learning layer against context

Review against learning objectives; does the game include collaboration, reflection, assessment etc. as needed by the context/objectives?

10. Produce final game/assets

## Play!