

Science Game Design

Syllabus

Total Completion Time: 12 - 16 Hours

Objectives: *Students will be able to...*

- Manage the game design process as an IDEA Team
- Research a scientific question
- Apply science knowledge to build a science based board game
- Compile a game design portfolio

Materials: Students should have access to game making supplies such as scissors, poster board, markers, colored pencils, white glue, rulers, straws, colored construction paper, masking tape, and playing pieces.

Modules	Activities	Est. Times
The Game Design Process Explore science board games and get a quick lesson in game design mechanics. Figure out what you like best about playing and making games. Become part of a game design team as an artist, designer, or whatever role you like.	Discover <ul style="list-style-type: none">● Science in Games● Forming IDEA Teams● Start Journaling!	2 hours
Selecting a Science Topic Your team will choose an interesting science topic. Then create the art, player actions, and turn science facts into fun as you design your science board game.	Investigate <ul style="list-style-type: none">● Searching for Science● Design Activity	2-3 hours
Build Your Science Game Follow your design plan, build a prototype, and playtest it.	Analyze <ul style="list-style-type: none">● Design Document Update	5 hours
Playtesting Watch the fun when people playtest your science game. Use the playtesters comments to make changes. You now have a playable science game!	Evaluate <ul style="list-style-type: none">● Final Design	2-3 hours
Showcasing Science Pitch your game to your classmates. Showcase your science board game in your school or at a science fair.	Present <ul style="list-style-type: none">● Game Design Journal● Reflection Activity	2-3 hours

