

Science Game Design

Scope and Sequence

Module	Hours	Lessons	Individual Activities	IDEA Team Activities
1 The Game Design Process	2	1 Science and Game Design 2 Working in Design Teams	<ul style="list-style-type: none">Start Journaling!	<ul style="list-style-type: none">Science in GamesForm IDEA Teams
2 Selecting a Science Topic	2 - 3	3 Questions to Ask: Facts to Know 4 The Design Document	<ul style="list-style-type: none">Searching for ScienceGame Design Journal	<ul style="list-style-type: none">Design Activity
3 Build Your Science Game	5	5 Building a Prototype 6 Evaluating Results	<ul style="list-style-type: none">Game Design Journal	<ul style="list-style-type: none">Design Document Update
4 Iterate, Iterate, Iterate	2 - 3	7 Test and Evaluate 8 Analyze Results	<ul style="list-style-type: none">Game Design Journal	<ul style="list-style-type: none">Final Design
5 Showcasing Your Game	2 - 3	9 Pitch Your Game 10 Science Game Showcase	<ul style="list-style-type: none">Game Design JournalReflection Activity	<ul style="list-style-type: none">Game Pitch