

DREAM GAME LIST

 SUGGESTED TIME
15-30 MINUTES

OBJECTIVES

By completing this activity, students will:
+ identify common design elements of games

ACTIVITY DESCRIPTION

- Divide students into small groups of 2-3 people.
- In their small groups, ask students to generate a list of games that they enjoy playing. They can compose the list using their design journals or a sheet of paper. We suggest facilitating the brain dump brainstorming activity: give students a short time period (1-2 minutes) to write down as many games as they can. Then, have students narrow down their favorites from the brain dump list.
- After a few minutes, ask groups about their list of games:
What do the games have in common?
What features of their design make them a game?
- Facilitate a class discussion about what characteristics make up a game and generate a class list of common game mechanics. Next, ask students to imagine their dream game and write a list of design elements for that game.
- Invite students to share their dream game lists in their small groups or critique groups (see Unit 0 Critique Group activity) to get feedback and suggestions.

RESOURCES

- paper to write down game design elements (optional)
- things to sketch with (pencils, pens, markers, etc.)

REFLECTION PROMPTS

- + Make a list of your favorite games.
- + What do the games have in common?
- + What features of their design make them a game?
- + Create a list of design elements for your dream game.

REVIEWING STUDENT WORK

- + Do the dream game lists include features of games?
- + What design elements are similar or different from the class group list?
- + What do the lists tell you about the kinds of games and the types of play your students enjoy?

NOTES

- + Invite students to refer back to this dream game list while programming games in other Unit 4 activities.

NOTES TO SELF

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