The Gaming Classroom

USING GAME DESIGN AS A TEACHING TOOL

Boris Willis

- Professional Dancer, Choreographer and Game Designer
- 1991 Started teaching at Mason- Dance
- Taught Dance Appreciation course using WebCT
- MFA Dance Technology Choreography- The Ohio State University
- 2009 Game Design Program

Live Board
GMU 1997

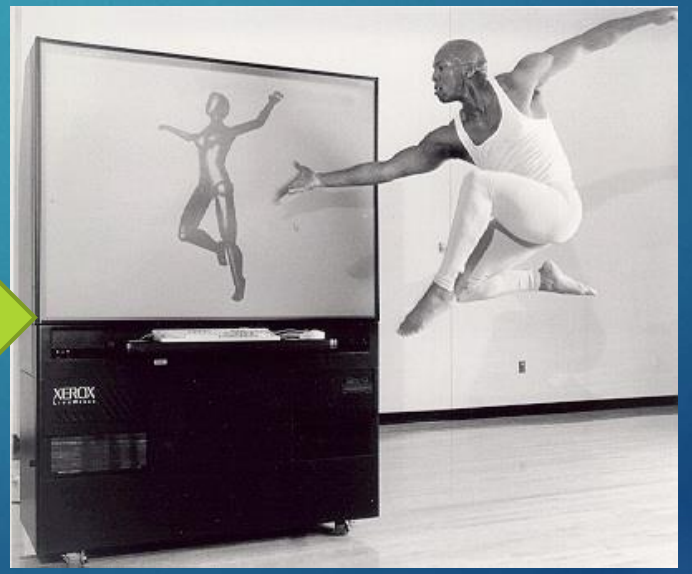

Photo: Neil Adams

The way we have always done it syndrome

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Hello, you have an “F”

- One grade at the end of the semester
- Cannot earn enough points to get a D until after midterm.
- Cannot earn enough points to get an A until the final is taken.
- Cannot lose any points earned. (Happy with a D, don’t come back)
- Earn points by doing the work
- All late assignments accepted for full credit
- Give bonus for submissions by the due date
- Built in extra credit (quizzes)
- Quizzes only give XP when all answers are correct
- Quizzes can be taken an unlimited amount of times

Points awarded only when the work is satisfactory. Poor quality work can be resubmitted.

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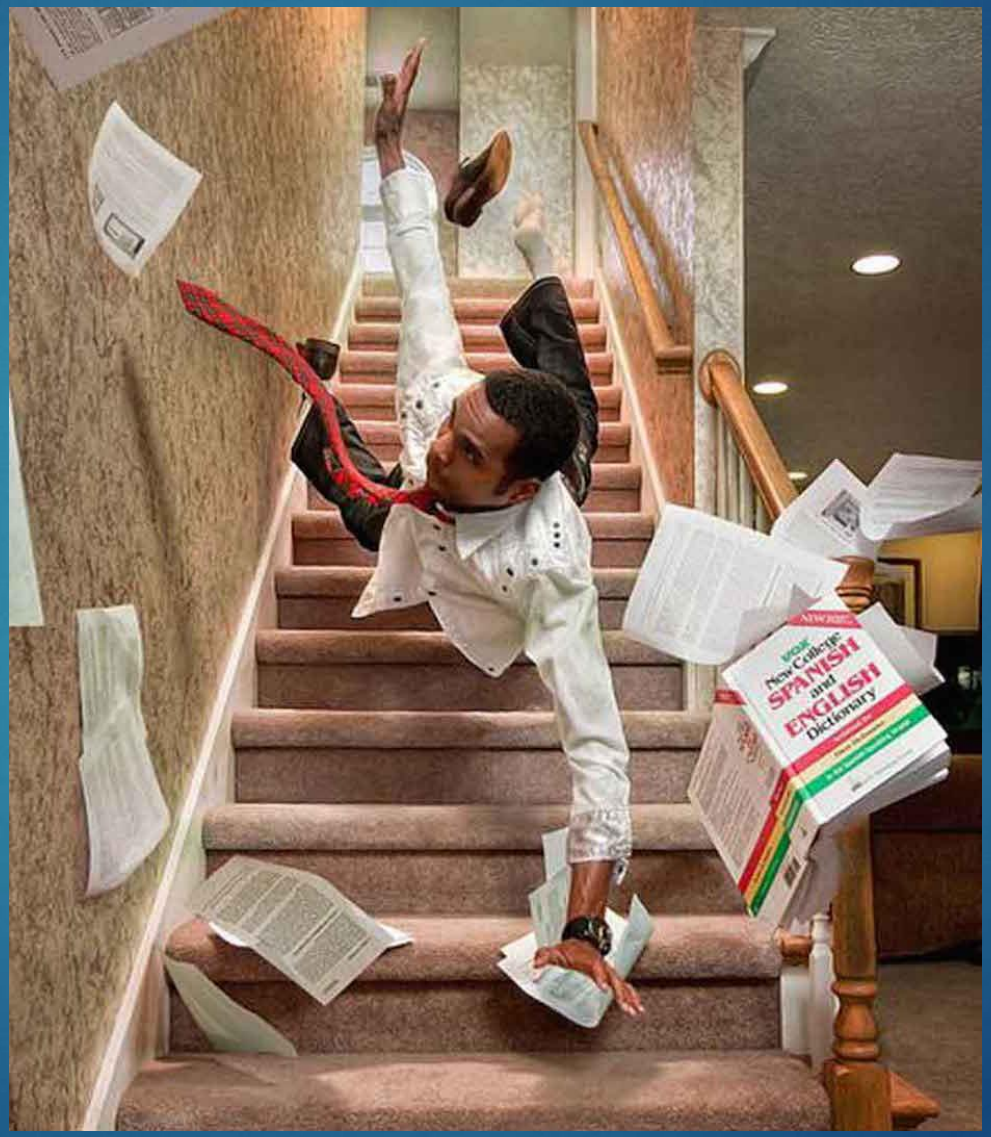
Scenario 1

- Great student has unfortunate event causing a late submission.



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Scenario 2

- Slacker student claims they want to do better and willing to do the work.

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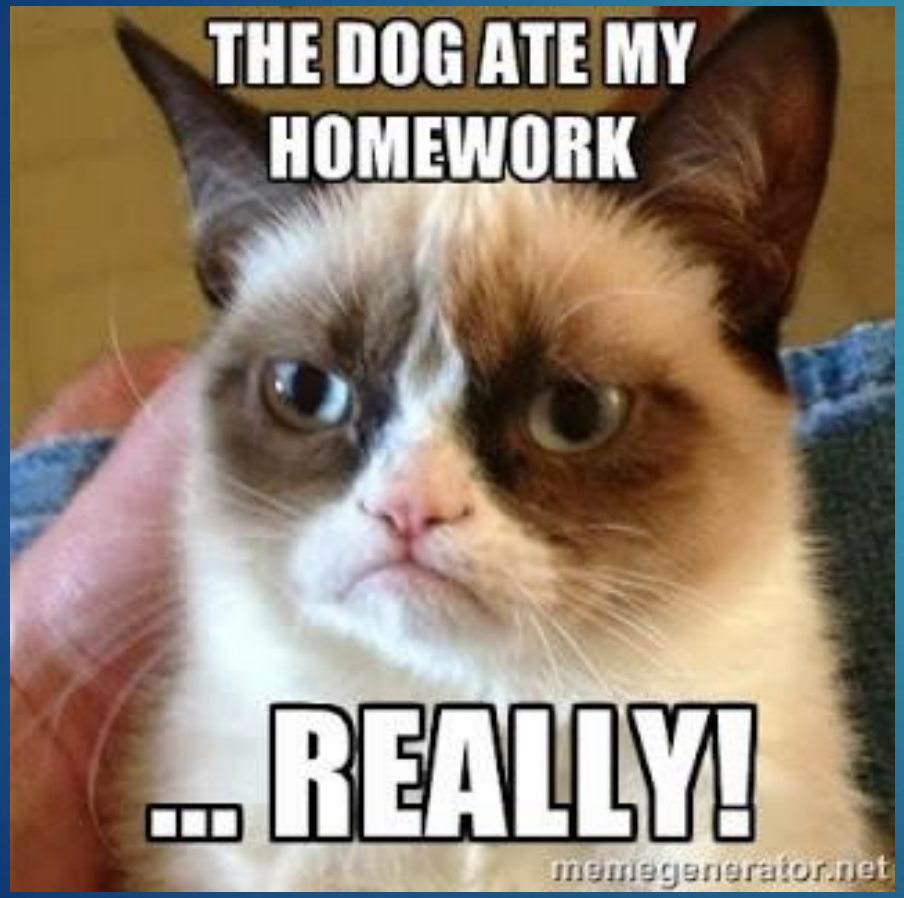
XP assigns value to effort not product



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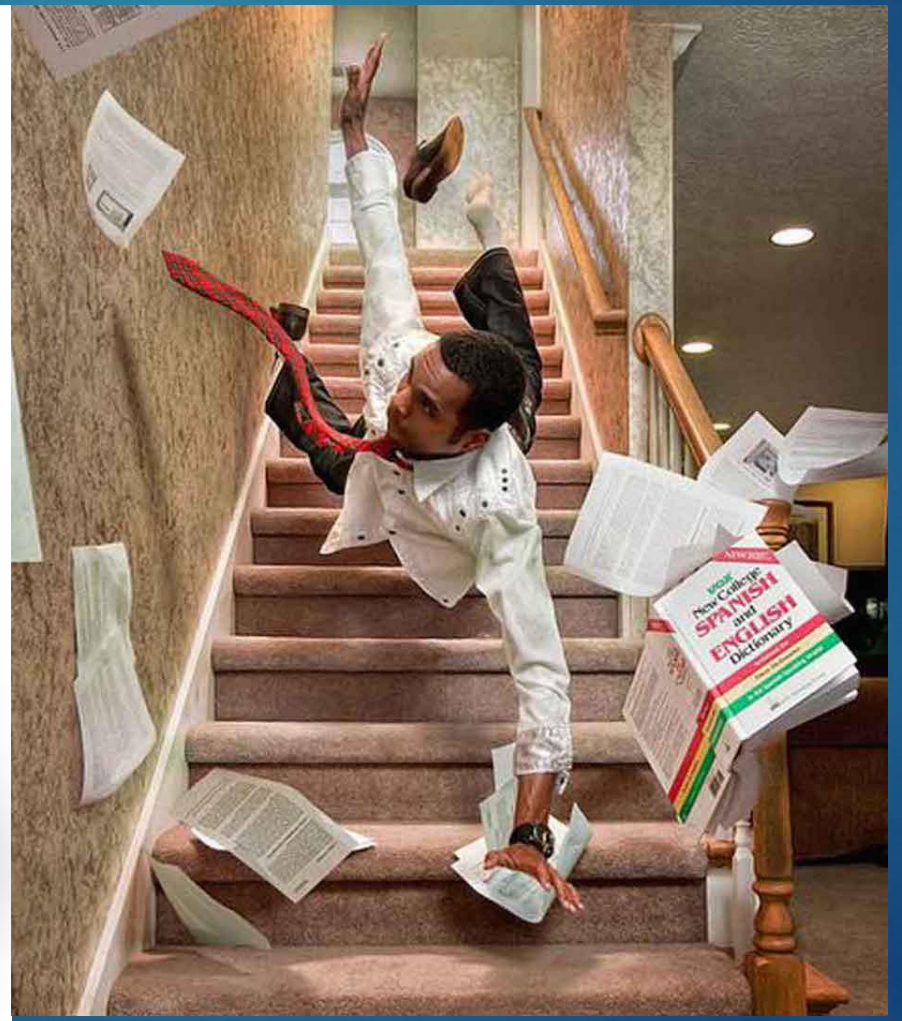
- Grade based on what the student is willing to work for
- Excuses are irrelevant
- Always a path to an “A”

Both students are treated equally

https://thisweconfess.files.wordpress.com/2012/02/begging-boy.jpg



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Working with groups

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- One student does most of the work
- One student does the least work
- Both students may interact with professor a lot

Group Solutions

Roles

Each student job will require an individual submission for the final.

- **Marketing** will turn in marketing plan, posters and other materials
- **Sound** will turn in sound room levels with sound files used in the game
- **Programmers** will turn in diary of process, things that failed and things that worked. What is used in the final version
- **Artists** will turn in reference art and final art works
- **Documentation** will turn in GDD and presentation slides for alpha, beta and final game.
- **Producer** will document process, timeline, update Trello board. Items cut and altered
- **Designer** will turn in final level

- Give each student a goal and a role
- Don't give points based on perceptions
- Give points based on work submitted

Weekly Discussions

- Groups of 3-5 depending on class size
- Students only interact with their group
- Presentations available to the entire class

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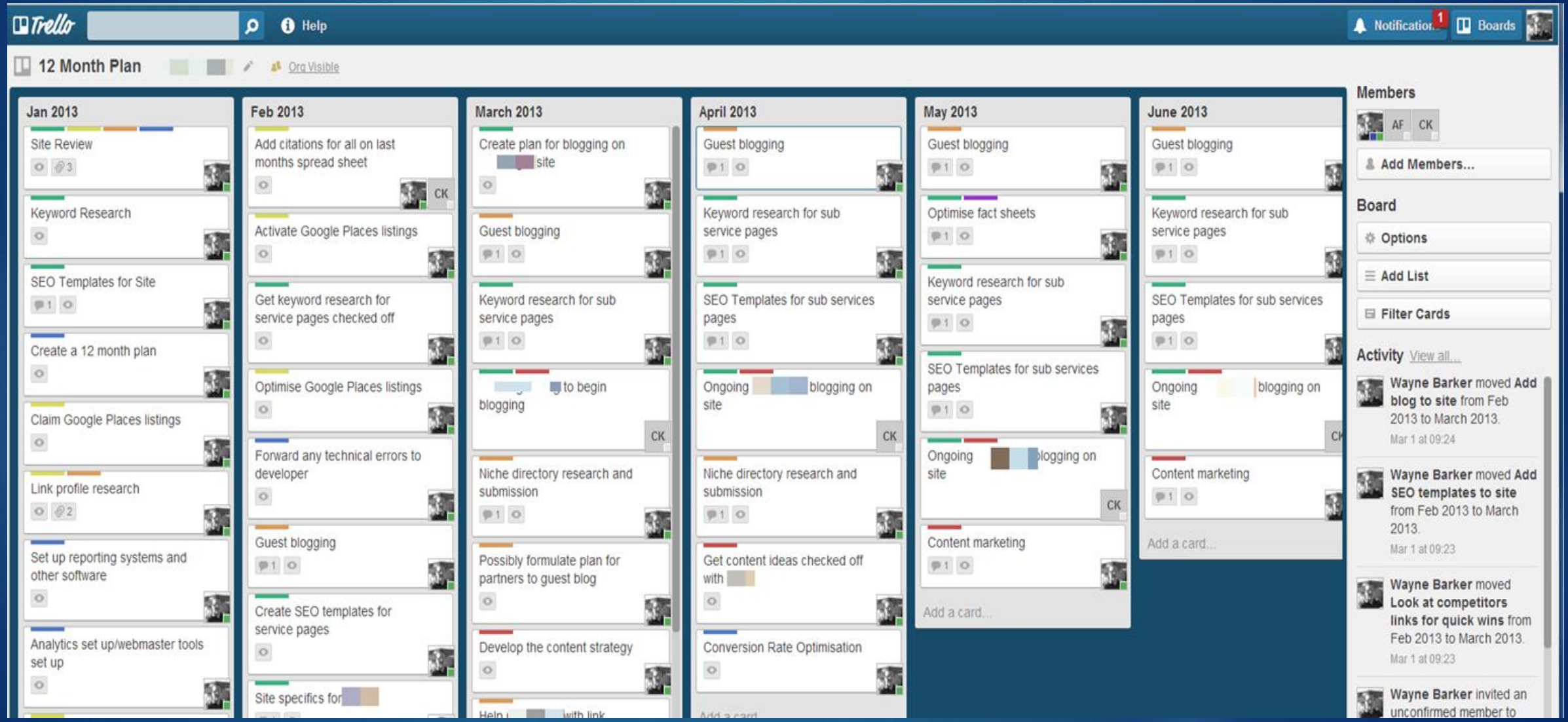
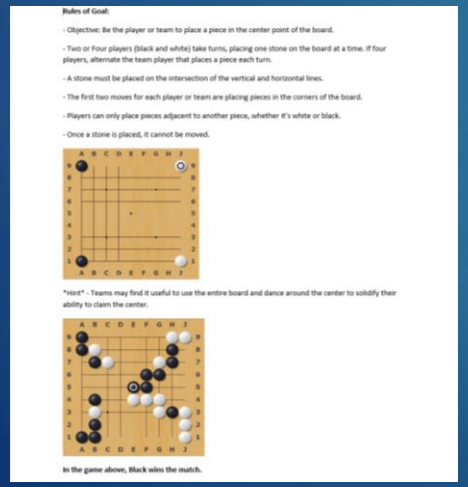
Collaborate using Trello



Group Work

- Group Project- With your group, create and present a concept for a Go based board game.
- Chapter Summary- Group members chose one of the assigned chapters and write a summary. Choose a different chapter for each group member.
- Play and Record - Nim and Spacewar! and discuss the games with your group
- Discussion- Discuss the games and the chapters in the discussion boards.



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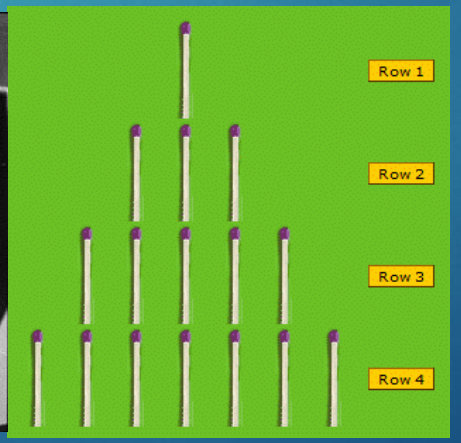

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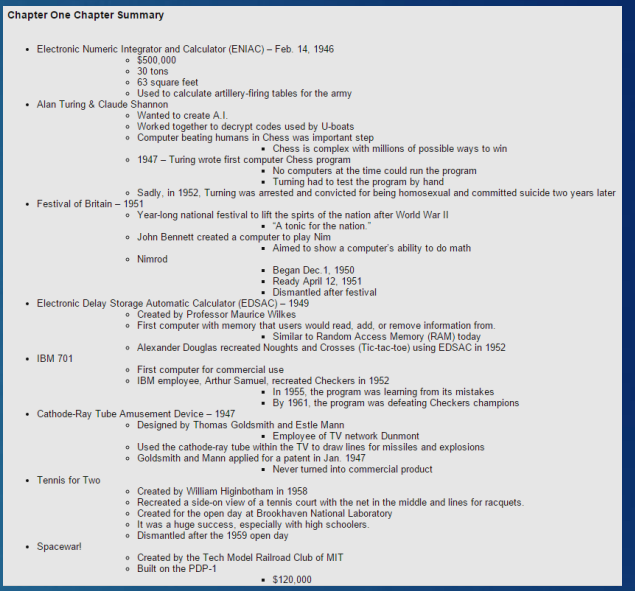
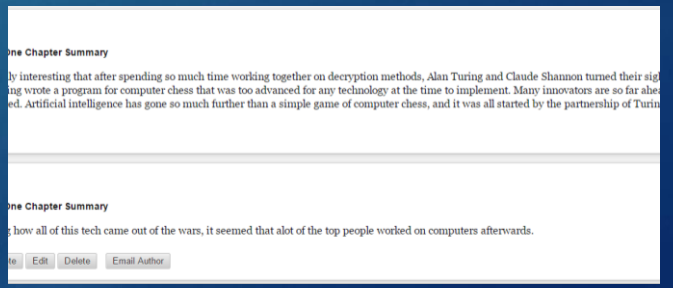
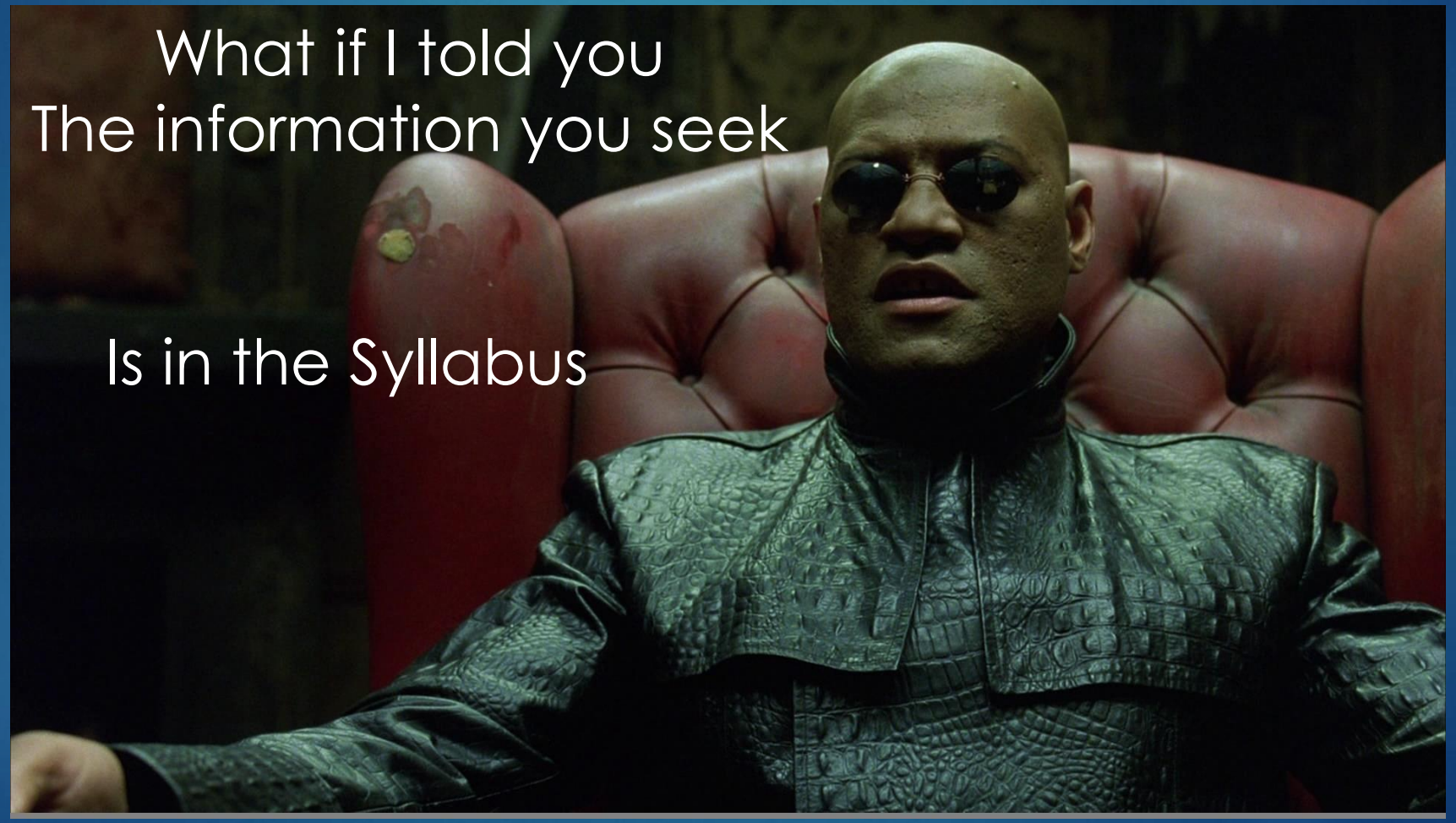




Syllabus



https://shawangunks.files.wordpress.com/2015/06/morpheus-matrix.jpg

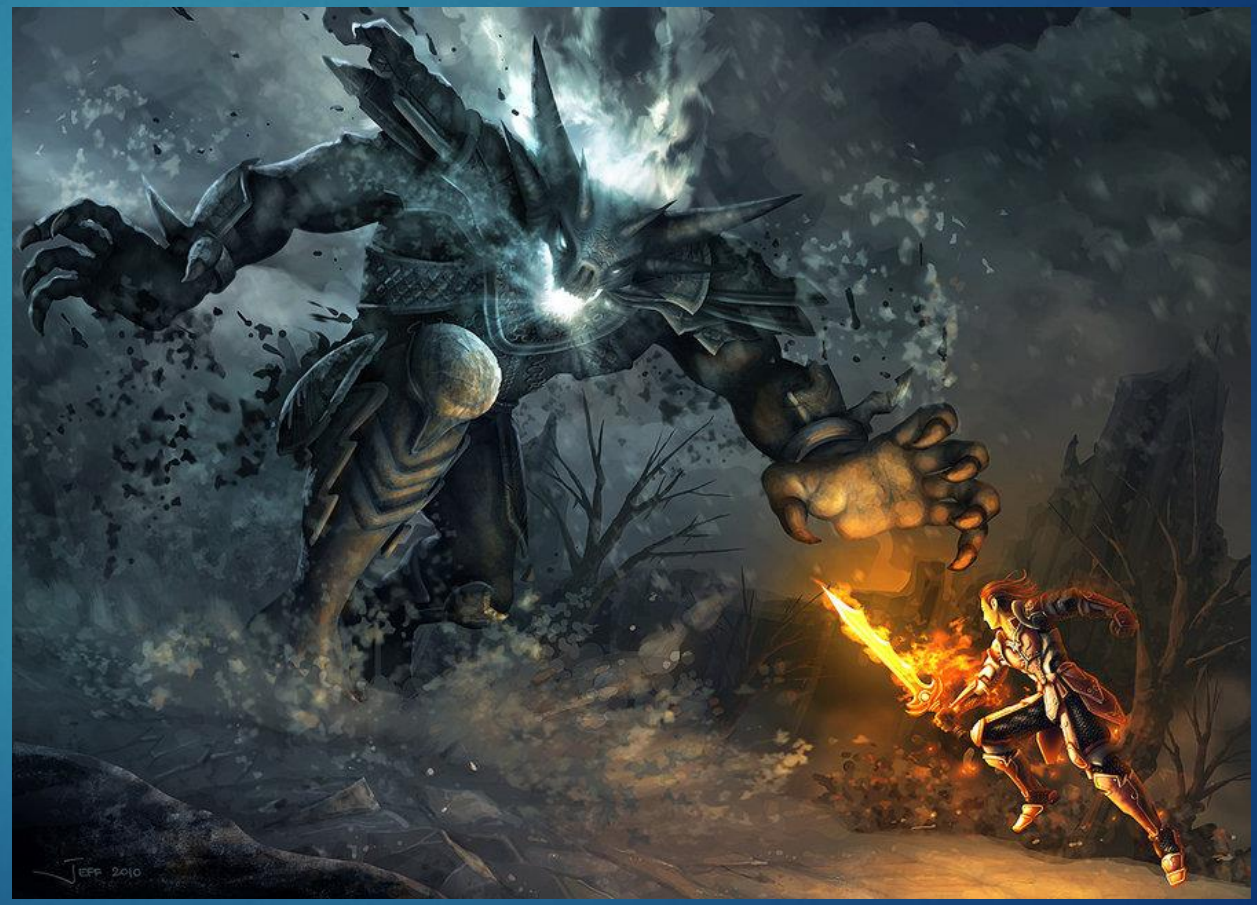
Social Casual (Participation): 260XP

- Create an introductory video (50XP).
- Submit 4 team project feedback forms (80XP).
- Course Evaluation (100XP).
- Awesomeness (30XP)

http://blog.shepherdwealth.com/wp-content/uploads/2014/04/Check_out_our_newly_released_introductory_video_featuring_David____Shepherd_Your_Wealth_Blog.png

Boss Battle (Research Project) 450XP

- Research Topic 50XP
- Research Draft 100XP
- Research Paper 200XP
- Presentation 100XP



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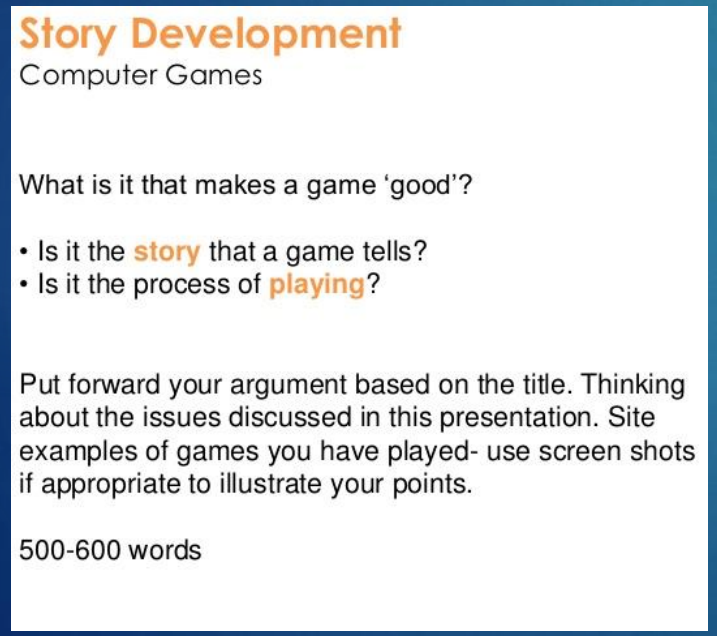
Real-Time Strategy (Chapter/Game Summary) 320XP

- Write a chapter summary each week in the blogs.
- Play games related to the chapter
- Discuss the chapters and games.
- Respond to chapter summaries.



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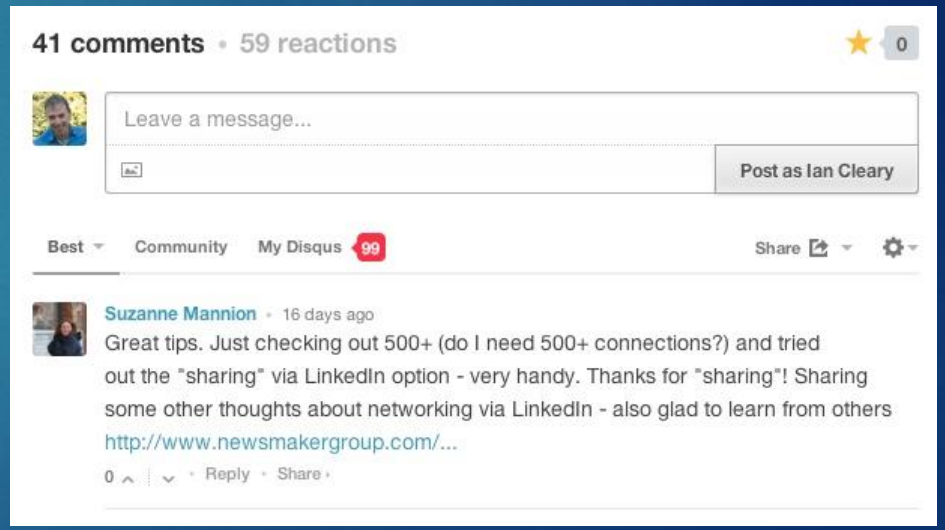

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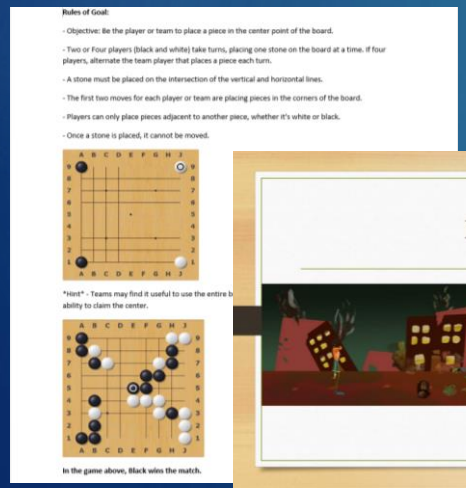
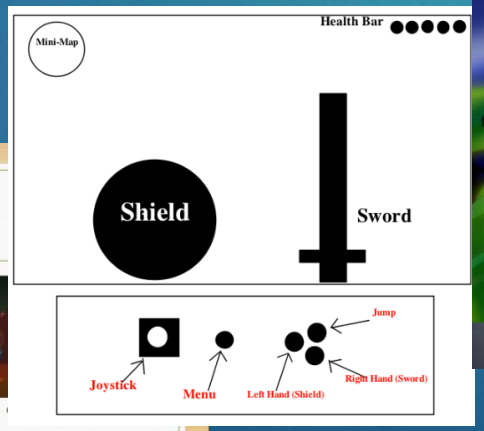
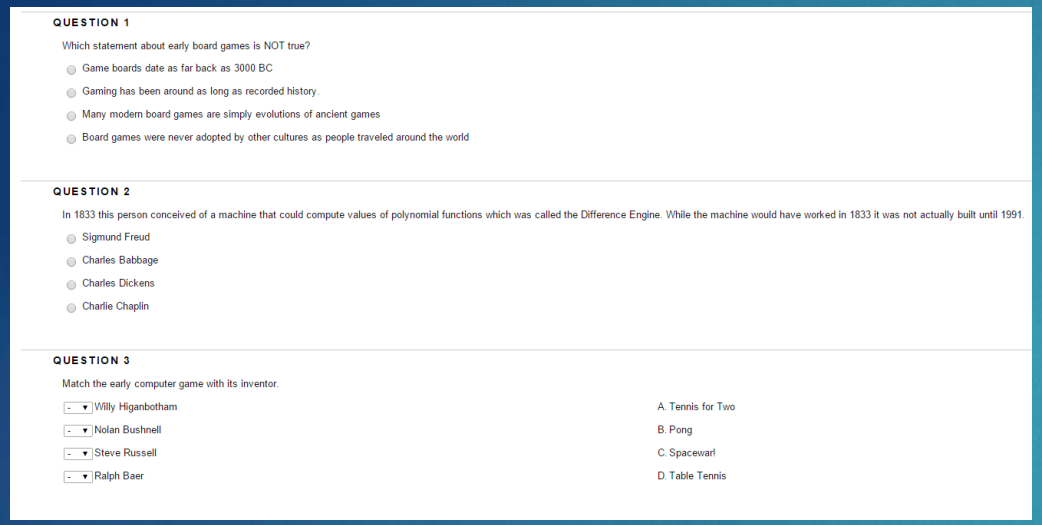
Co-Op (Group Work: Assignments) 520XP

- 130XP- Create and present a GO based board game.
- 130XP-Create and present a concept for an early arcade game.
- 130XP-Create and present a concept for the ultimate game playing machine.
- 130XP-Create and present a concept for an (ARG) Alternate Reality Game.





Puzzles (Quizzes): 100 XP Extra Credit



QUESTION 1

Which statement about early board games is NOT true?

- Game boards date as far back as 3000 BC
- Gaming has been around as long as recorded history.
- Many modern board games are simply evolutions of ancient games
- Board games were never adopted by other cultures as people traveled around the world

QUESTION 2

In 1833 this person conceived of a machine that could compute values of polynomial functions which was called the Difference Engine. While the machine would have worked in 1833 it was not actually built until 1991.

- Sigmund Freud
- Charles Babbage
- Charles Dickens
- Charlie Chaplin

QUESTION 3

Match the early computer game with its inventor.

- ▾ Willy Higanbotham	A. Tennis for Two
- ▾ Nolan Bushnell	B. Pong
- ▾ Steve Russell	C. Spacewar!
- ▾ Ralph Baer	D. Table Tennis

- You must get 100% on all quizzes.
- Quizzes may be taken an unlimited number of times
- All quizzes are open book and open note, however you may not work together.

Why this approach?

- Expectation of failure
- Arbitrary limitations to success
- Smart kids were not smarter
- Smart kids got better information

- Found dance
- Learned to work hard
- Learned to overcome challenges
- Learned to expect success
- Failure was necessary not something to avoid

Observing Art- Reveals you to yourself (Who are you)

Making Art- Reveals you to many forms of self (Who do you want to be)

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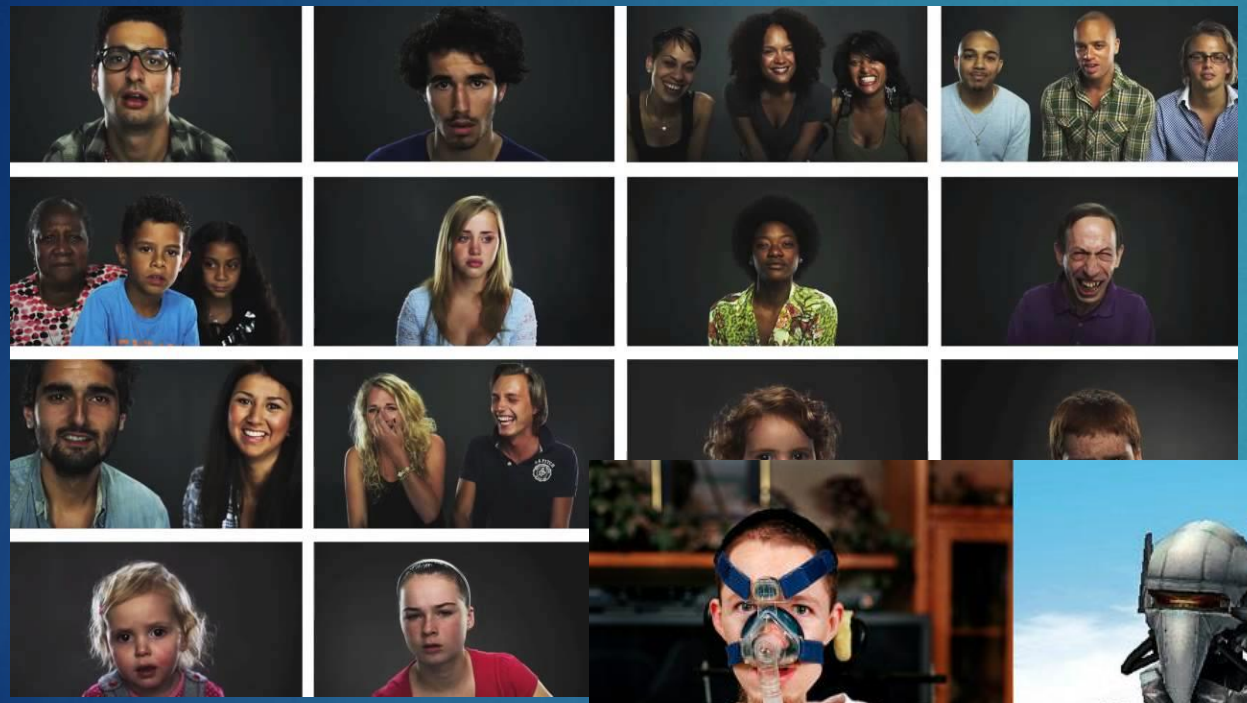
Robbie Cooper Photos
With a game you observe and make



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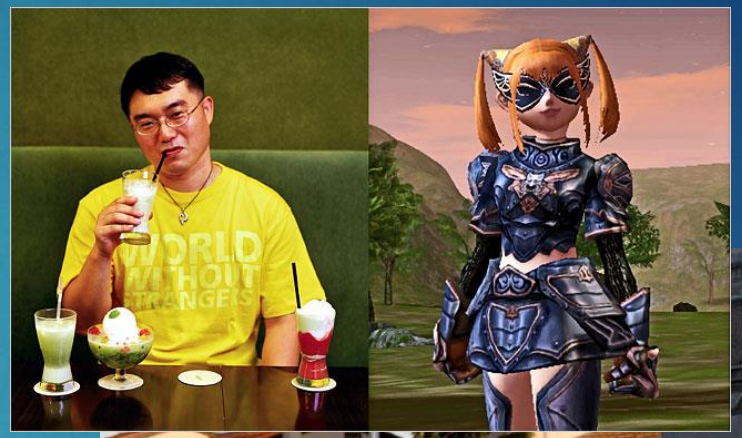

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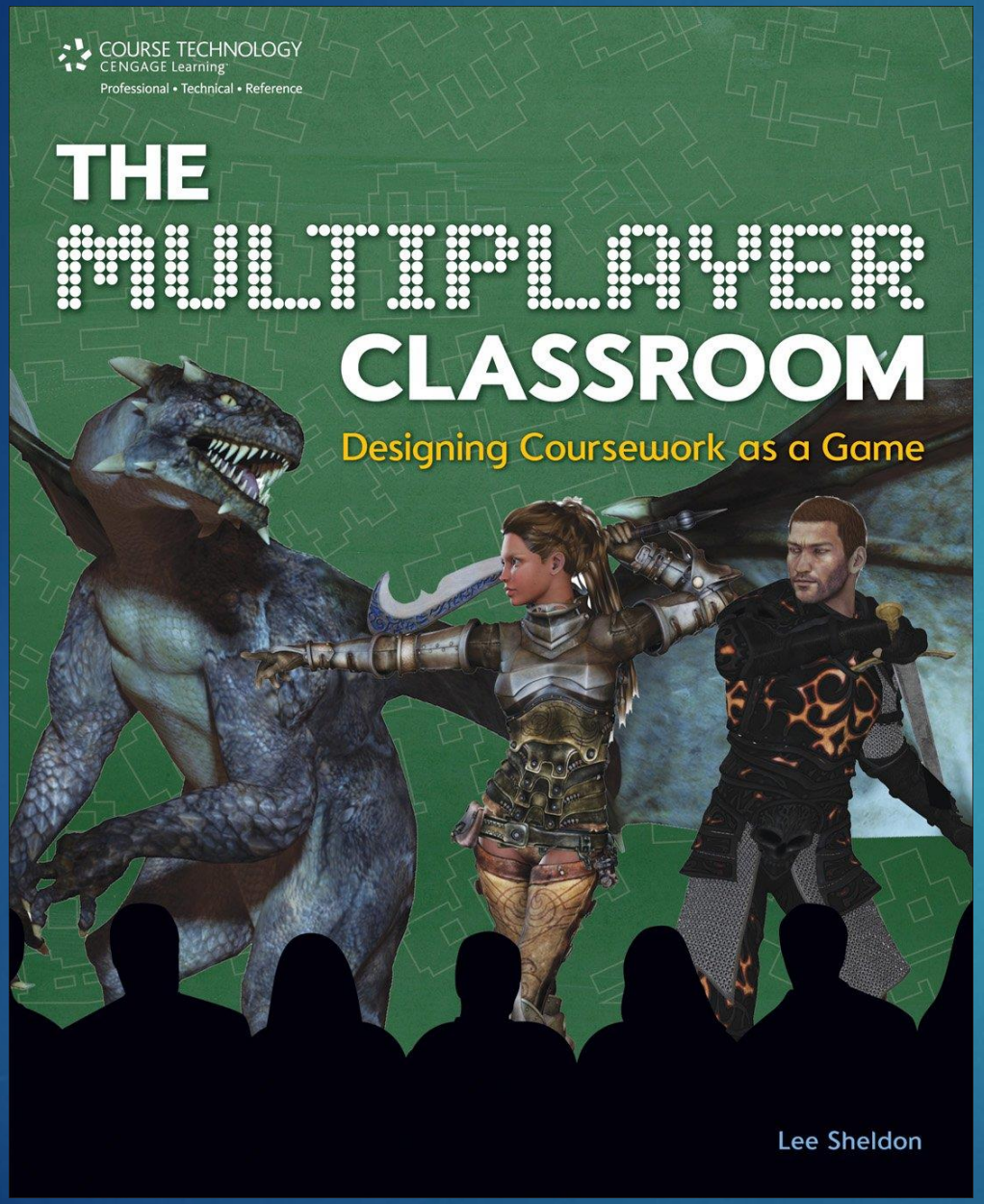
http://the-other.info/wp-content/uploads/2013/12/The-Other_Home-of-Subcultures_Robbie-Cooper_Alter-Ego1.jpg

3D GAME LAB

What is 3D GameLab? » Updates Teacher Camp Pricing Guild Site Login

Turn Class into a Game

with quests and badge-based learning!



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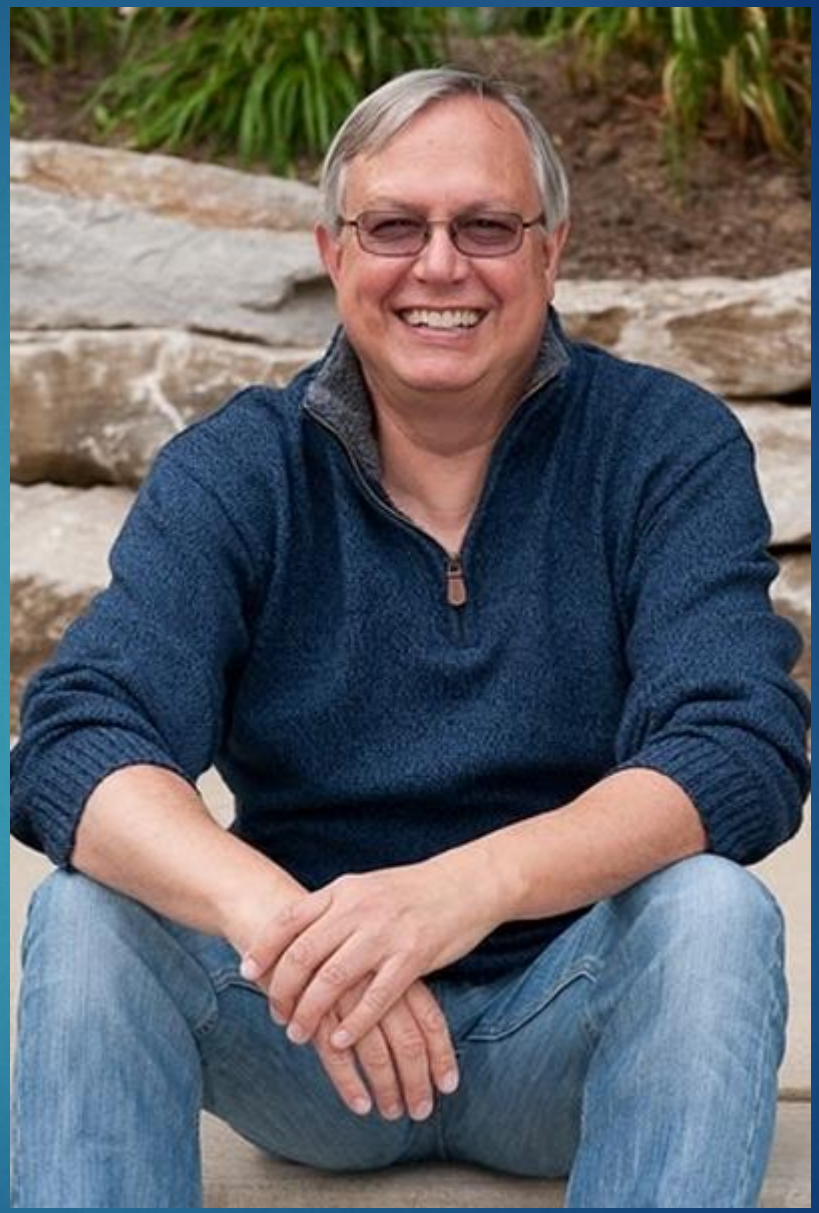

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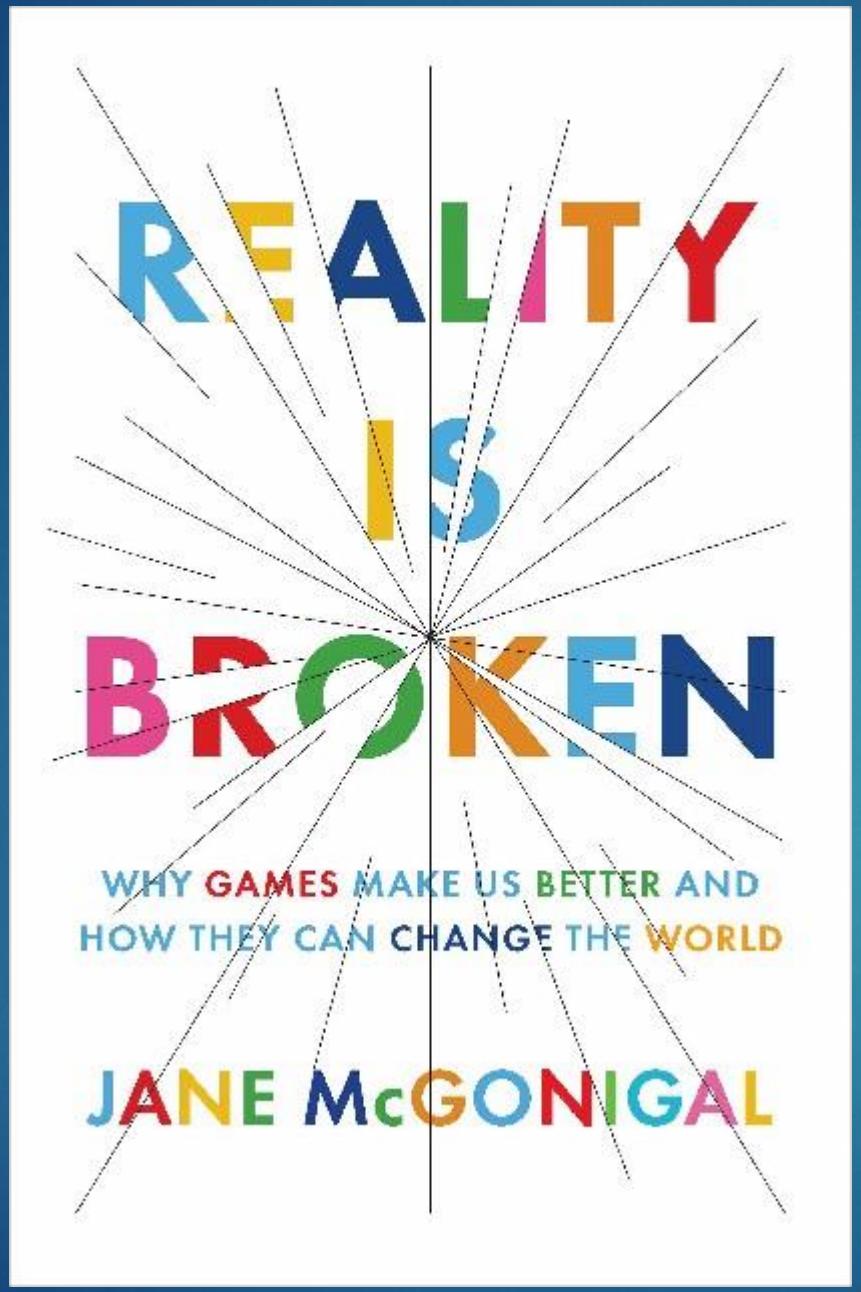

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http://ocremix.org/files/images/games/win/2/world-of-warcraft-win-cover-front-39238.jpg

http://photos4.meetupstatic.com/photos/event/3/3/f/1/highres_4153297.jpeg

10,000 Hours

Your first 10 games will be awful.
So get them over quickly!

"It takes about ten years to make a mature dancer. The training is twofold. First comes the study and practice of the craft…Then comes the cultivation of the being from which whatever you have to say comes."
- Martha Graham

http://lcweb2.loc.gov/diglib/media/loc.natlib.ihas.200154232/0001.tif/3287

Teach students to make their first 4 (games)

Beginners do bad work

- The arts grade on improvement, not mastery

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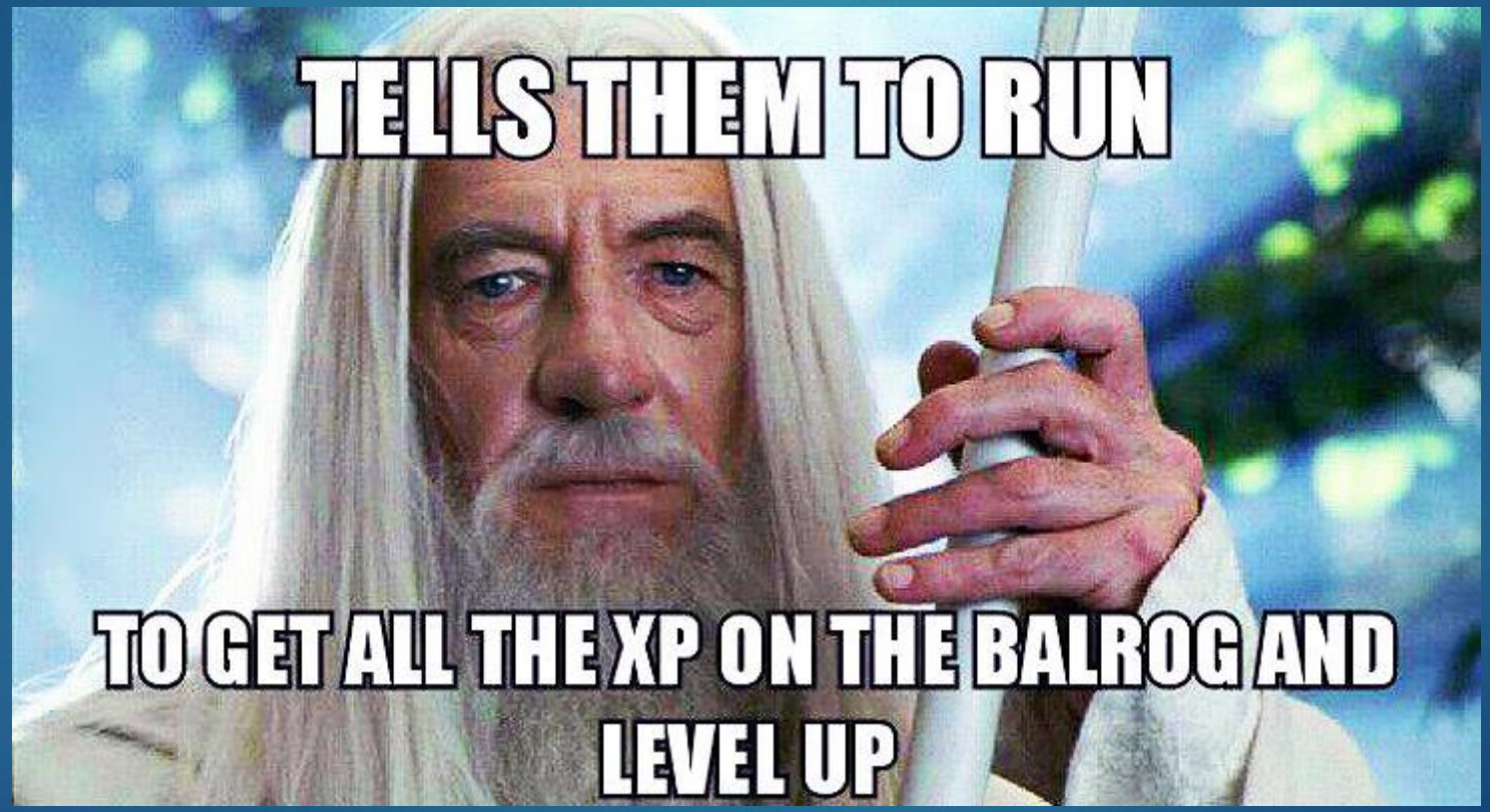
Earn XP and Level Up (Progress)
Cultivate intrinsic motivation



http://starecat.com/content/wp-content/uploads/gandalf-tells-them-to-run-to-get-all-the-xp-on-the-balrog-and-level-up.jpg

Levels

Level	Name	XP	Letter Grade
25	Choreographer	1860-2000	A+
24	Dancer	1800	A
23	Dragon	1740	A-
22	Unicorn	1660	B+
21	Shape Shifter	1600	B
20	Warden	1540	B-
19	Healer	1460	C+
18	Ranger	1400	C
17	Mage	1340	C-
16	Rogue	1260	D+
15	Ghost	1200	D
14	Novice	1140	F
13	Meta	1040	F
12	Synergy	900	F
11	Gestalt	840	F
10	Trope	760	F
09	Flow	600	F
08	MDA	540	F
07	Script	460	F
06	Polygon	300	F
05	Pixel	240	F
04	Plane	160	F
03	Int	100	F
02	Float	60	F
01	Noob	0-40	F

https://upload.wikimedia.org/wikipedia/en/thumb/e/e3/GMU_logo.svg/1280px-GMU_logo.svg.png