



Document Overview

This game design curriculum has a number of different pieces. Use this list to help you navigate the various documents as you prepare for your program.

FACILITATOR'S GUIDE TO GETTING STARTED

Start here! This document will help facilitators plan their game design programs and prepare the template games for use at their site.

GAME DESIGN CURRICULUM

Details the sequence and procedures for a four-hour game design program. Includes suggestions for longer time frames.

GAME OVERVIEWS (Narrative Mystery Overview, Score Game Overview)

Informational sheets that describe the template games and list ideas for other ways to use the template format. Use these sheets to help decide which template game to use for your program.

GAME DIAGRAMS (Narrative Mystery Diagrams, Score Game Diagrams)

Diagrams to be used to facilitate discussions about game structure. Diagrams leave some areas blank for the class to fill in.

WORKSHEETS (Narrative Mystery: Planning Your Game Worksheet, Score Game: Planning Your Game Worksheet)

Worksheets with guiding questions on one side and a blank game diagram on the back to help game designers use each of the template games.

TUTORIALS (Narrative Mystery Tutorial, Score Game Tutorial)

Full tutorials explaining how to create a new game from each game template. Includes more detail and screenshots from the mobile app to assist designers. Particularly useful for facilitators learning the software or other situations where game designers don't have a lot of support from people familiar with the software.

SHORT TUTORIALS (Narrative Mystery Short Tutorial, Score Game Short Tutorial)

Short versions of the tutorials explaining how to make games from the templates. Much easier to print and less intimidating than the full tutorials. Designers may need more support from facilitators when using the short tutorials.

PEER REVIEW GUIDE

Guides game designers through the process of observing another person playing their game.

TROUBLESHOOTING GUIDE

Outlines common game troubles and likely solutions. Useful for facilitators to have on hand during the program to consult as issue arise.