

Build-a-Game

An Instructional Game on Instructional Game Design

A workshop activity of approximately 90 minutes duration to simulate design skills and cooperative planning under time pressure.

1. Form groups of four (three or five if necessary).
2. Choose a team captain and a team spokesperson (two people in each team).
3. Develop, using the artifacts* provided, an instructional game within the allotted time.

Round 1: A psychomotor skill game. Time limit—12 minutes.

Round 2: A drill-and-practice cognitive game. Time limit—15 minutes.

Round 3: An interpersonal transaction game. Time limit—15 minutes.
(The leader will signal “one minute to go”).

4. After each round, by random drawing select the group to demonstrate their game. Demonstrations can involve any or all of the participants of any group.
5. After this demonstration, any other team can volunteer to demonstrate their game.
6. Conduct a brief feedback session after each demonstration. Questions may include the following:
 - To what extent did the game demonstrate what was assigned (i.e., psychomotor, drill-and-practice, and interpersonal).
 - How did the team make use of the various artifacts? What might have been more effective?
 - What were the strengths of the game?
 - What suggestions can you suggest to improve the game?

*The leader may provide artifacts for each group or one container of artifacts for all groups to draw from. The leader may also specify that any item in the room is available for use, if detachable and if it can be used without damage. Artifacts could include 30 or more small spools, 100 pennies, 24 or more paper cups, small paper plates, 3x5 cards, markers, tape, pipe cleaners, construction paper, paper clips, and so on.