



# Project Title Here

Game Design Meeting– Knowledge  
Guru™ game

# Today's Agenda

- Exchange Hello's 😊
- Summarize scope
- Explore the course
- Design game
  - Brainstorm topic areas or “buckets” .
  - Formulate learning objectives
  - Define question content (not write questions) that meet objectives
  - Consider images
    - Images associated with questions – what questions will require them.
- Review work plan next steps



# Scope Summary

## Game Scope

- Maximum of 4 unique game topics that should all relate to the game's title.
- Recommended minimum of 6 question sets (18 individual questions); maximum recommendation of 10 question sets (30 individual questions).
- We recommend a minimum game size of 72 questions and a maximum game size of 96 questions. This equates to 24 to 32 question sets.
- Questions can have images associated with them. Questions can be fact-based or scenario-based.
- If you decide to make one of your topics scenario-based (Apply what you know), then you might have 4 scenarios on each of the three paths for a total of 12 scenarios.

# Scope Summary

## Implementation and Game Play

- Designing game is only part of the job! Once the game is designed and created, we need to identify appropriate implementation strategy.
  - How will game be promoted to learners?
  - How will game play be encouraged once it is available to learners?
  - Who will monitor game play?
  - Will we recognize game's winners? If so, how?
  - What will we do with the player data re: how well users did on questions and objectives? What remediation will we offer for any objectives that did not get met to our satisfaction?

# Let's talk Buckets! (Topics)

Given what you know about the course and what people need to know and do, what major topics do you pick as your 4 game topics?

1.

2.

3.

4.



nov..



# Examples of “Buckets”

Example: Grid Iron Guru

Topic 1	Topic 2	Topic 3	Topic 4
Rules	Offense	Defense	Armchair QB

Example: Nutrition Guru

Topic 1	Topic 2	Topic 3	Topic 4
Nutrition Know-How	Fab Fiber, Powerful Protein	Fat: Friend or Foe	Reality Check

Note: You'll be creating learning objectives for each one of these topics.

# Example: Objectives; Question Sets for Gridiron Guru Topic #2: Offense

No.	Objective (2 or 3 at most)
Objective (example from Gridiron Guru)	
1	<b>Distinguish between skill players and offensive linemen</b>

<u>Total question sets</u>	Question content or description
2	Type and role description of skill players: wide receivers, quarterback, tight end, running back, slot receivers
1	Description of role of offensive linemen
9	TOTAL Questions (each question set has 3 questions in it)

# Game Topic 1: INSERT

No.	Objective (2 or 3 at most)
Objective	
1	

No. of unique	Question content or description



# Game Topic 2: INSERT

No.	Objective (2 or 3 at most)
Objective	
1	

No. of unique	Question content or description

# Game Topic 3: INSERT

No.	Objective (2 or 3 at most)
Objective	
1	

No. of unique	Question content or description

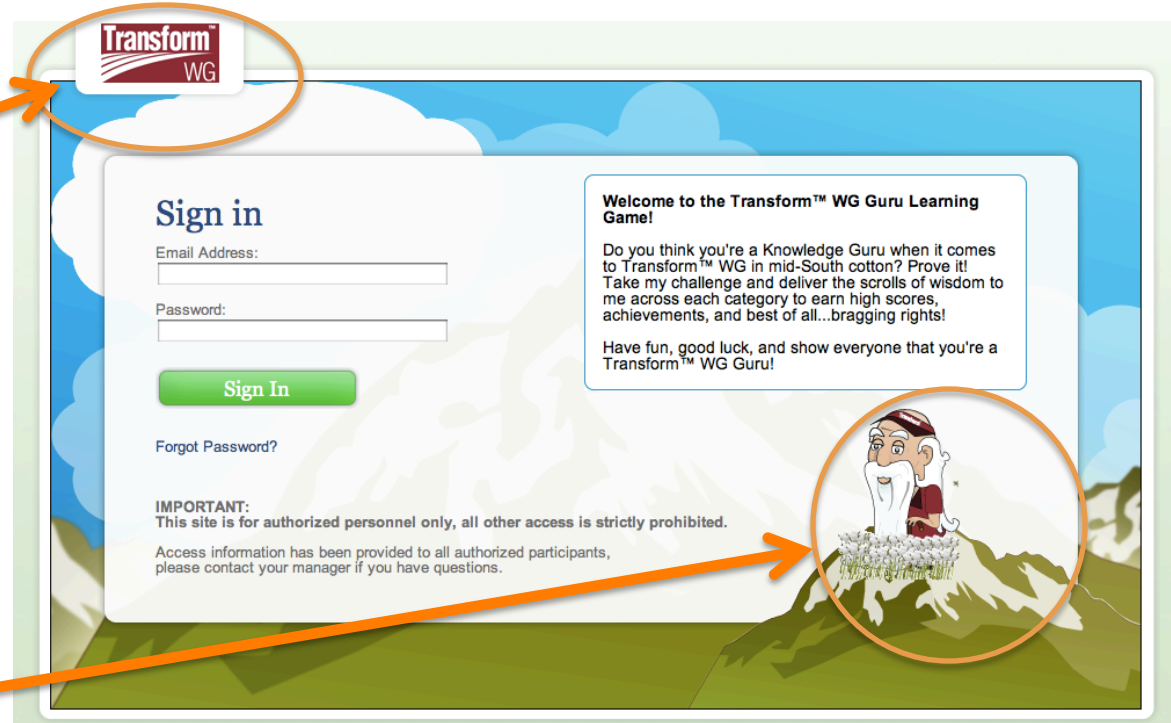
# Game Topic 4: INSERT

No.	Objective (2 or 3 at most)
Objective	
1	

No. of unique	Question content or description

# Consider Images

**CISCO | SALES**  
**GURU**



What will game be called?  
How do you feel about this Guru? What  
“props” do you want him to have?

knowledge  
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# Key Tasks/Dates

- Create game design document with game topics, objectives ,and estimated questions by \_\_\_\_\_. Get feedback from SMEs by \_\_\_\_\_
- Create alpha version of game using Game Creation Wizard by week of \_\_\_\_\_.
- Export game questions and send them, along with game link, to SMEs for review of game contents by \_\_\_\_\_
- Conduct meeting to identify revisions to game questions on \_\_\_\_\_
- Define implementation strategy: week \_\_\_\_\_
- Finalize game by \_\_\_\_\_
- Launch game on \_\_\_\_\_