# PRAXIS

PUTTING THEORY INTO PRACTICE

CREATE: IDEATING & PROTOTYPING

Learning goals:

- *understand the importance of using time management and organisation strategies during project work*
- *use a time management strategy to identify required tasks, and allocate roles and responsibilities*
- *use an organisation strategy to ensure all resources are managed well, and a beautiful final project is realised*
- *understand and apply the game mechanics appropriate to your game type*
- *work collaboratively with your team on the IDEATE and PROTOTYPE stage of your game design*

EMPATHIZE · DEFINE · IDEATE · PROTOTYPE · TEST · IMPLEMENT

UNDERSTAND · EXPLORE · MATERIALIZE
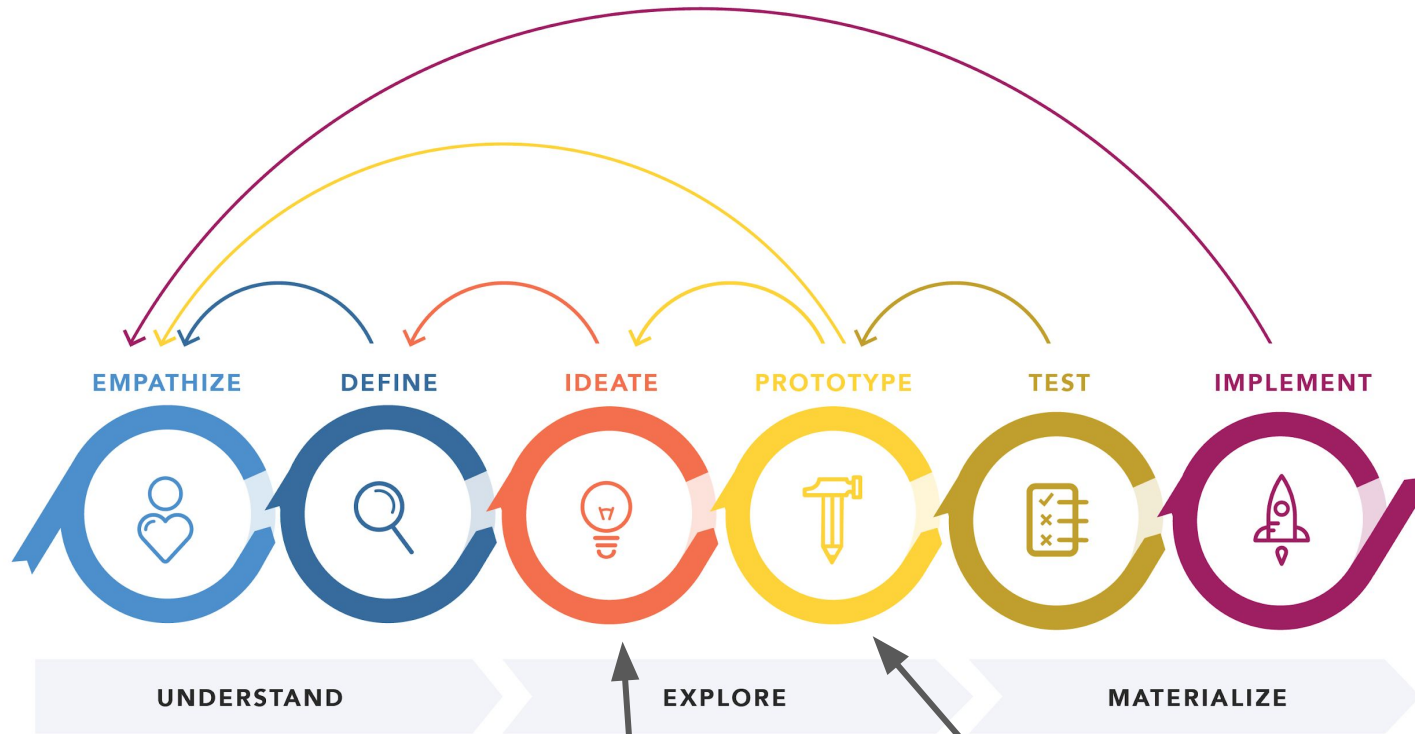
It's time to finalise *ideation* and begin *prototyping!*

Time Management & Organisation

A high-performing team:

- creates a detailed task list that divides project work reasonably among the team (use the Team Management Log)
- sets a schedule and tracks progress toward goals and deadlines (use Team Management Log - see file in your team's Drive folder)
- assigns roles if and as needed, based on team members' strengths
- uses time and runs meetings efficiently; keeps materials, drafts, notes organised (use a Team folder in Google Drive - see image below, it must be in this location so your teacher and all team members can access it easily!)
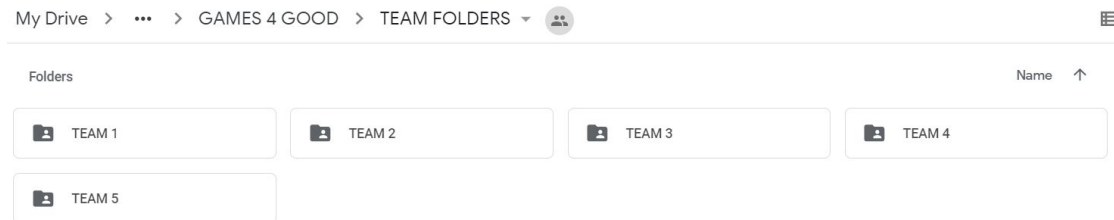
Time Management & Organisation

1. Using the Time Management Log, list all of the tasks that need to be completed before the *Games 4 Good* arcade. Remember you must have a **playable prototype, deliver a 2 minute pitch, hand the panelists a one-page overview of your game, and have a display promoting your game**. Each of these must be broken down into its required steps (don't just write 'do pitch').
2. Now, allocate each task to a team member, and decide when it must be completed by.

NOTE: (use Edmodo groups/Google Classroom/Zoom breakout rooms to collaborate on this task)

GAME ELEMENTS:

CONFLICT	COLLABORATION	COMPETITION	STRATEGY
CHANCE	AESTHETICS	THEME	STORY
RESOURCES	TIME	REWARDS/SCORING	LEVELS

GAME MECHANICS:

GOAL

ACTIONS

RESOURCES

ACQUISITION

SCORING

ELIMINATION

UNCERTAINTY

INTERACTION

Useful resources:

Board game mechanics explained (used for card games too):

https://startyourmeeples.com/2018/05/30/board-game-mechanics-101-an-introduction-to-core-gaming-mechanics/
https://www.reddit.com/r/tabletopgamedesign/comments/4tu27t/tabletop_game_mechanic_list/
https://boardgamegeek.com/browse/boardgamemechanic

Mechanics for all games explained:
http://www.leagueofgamemakers.com/game-elements-conclusion

LESSON REFLECTION

In your Praxis notebook, write a 2-3 sentence reflection on the lesson which answers these questions:

How did your team manage their time this lesson? Do you think your team is organised? How will you ensure you will have all tasks completed before the Games 4 Good Arcade?