PRAXIS

PUTTING THEORY INTO PRACTICE

CREATE: PROTOTYPING

==*Learning goals:*==

- ***work collaboratively with your team to negotiate and complete allocated tasks***
- ***understand the requirements of the ONE-PAGER***
- ***use an organisation strategy to ensure all resources are managed well, and a beautiful final project is realised***

EMPATHIZE DEFINE IDEATE PROTOTYPE TEST IMPLEMENT

UNDERSTAND EXPLORE MATERIALIZE
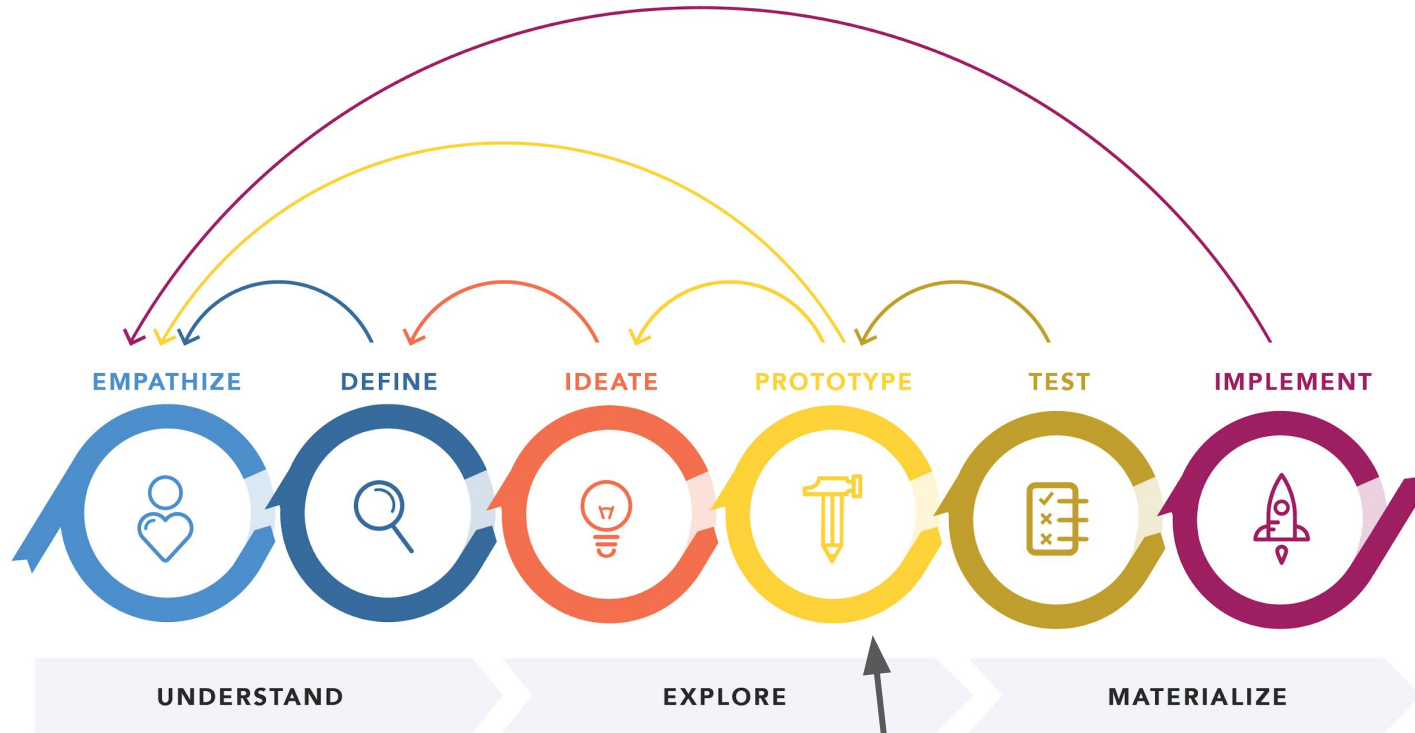
It's time to *prototype!*

One-pager

The purpose of the one-pager is to provide an engaging overview of your game - it is like a flyer that advertises your game. The judges will look at this when you pitch, and possibly base their questions on it. They will also use it when determining the winner, as it will remind them of each game.

An template for your one-pager can be found in your team's folder OR on the Praxis website here.

Tips for One-Pagers

- Use the colour scheme of your game
- Include your game company's name/logo
- Use visuals that reflect the aesthetics of your game and that appeal to your target community user
- Use language that is sophisticated yet engaging
- Make sure all grammar, punctuation and spelling are correct
- Use CANVA.COM to create your flyer
- Look at the example one-pagers from last year's Games 4 Good Arcade on the Praxis website here.

Tasks:

1. Read through the one-pager template.
2. Convert the template from a Word Doc into a Google Doc.
3. Work collaboratively as a team add all of the information about your game to your one-pager.
4. Allocate someone the responsibility to work on the visual design of your one-pager. Apply the suggestions from the previous slide.

Games 4 Good Arcade

What should we be working on?

- playable prototype
- 2 minute pitch
- one-pager

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

LESSON REFLECTION

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

What did your team achieve in Praxis today? How happy are you with the one-pager the team created? How are you feeling about your team's collaboration after this lesson?