

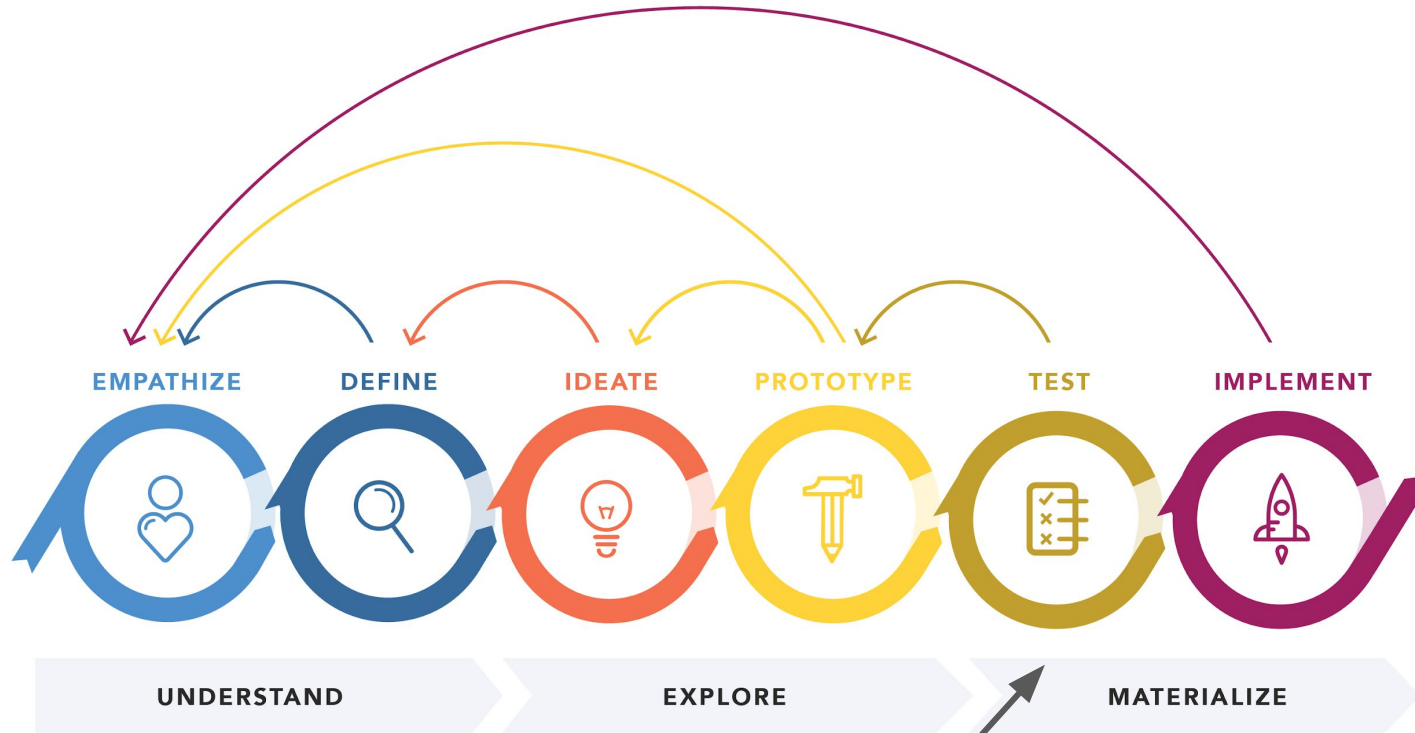
PRAXIS

PUTTING THEORY INTO
PRACTICE

CREATE: TESTING

Learning goals:

- *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*
- *work collaboratively with your team on the **PROTOTYPE** stage of your game design*



It's time to *test!*

BY THE END OF THIS PERIOD YOU HAVE FINALISED THESE:

- playable prototype
- 2 minute pitch
- One-pager

UPLOAD YOUR ONE-PAGER TO THIS FOLDER:

https://drive.google.com/open?id=1YEGPe4C4XCx8f_R7gBgHAXIP0sWRvUvP

NOTE: YOUR FILE SHOULD BE YOUR GAME NAME AND PRAXIS CLASS NUMBER E.G. 'TREECHANGE-PR3'

GOOD SKILLS = GOOD GAME

CREATIVITY & INNOVATION: assess where you are at with your creative thinking on the GREEN criteria. Identify one MEDAL from this criteria for your three products, and record it in your scrapbook.

	Below Standard	Approaching Standard	At Standard
Originality	<ul style="list-style-type: none"> relies on existing models, ideas, or directions; it is not new or unique follows rules and conventions; uses materials and ideas in typical ways 	<ul style="list-style-type: none"> has some new ideas or improvements, but some ideas are predictable or conventional may show a tentative attempt to step outside rules and conventions, or find new uses for common materials or ideas 	<ul style="list-style-type: none"> is new, unique, surprising; shows a personal touch may successfully break rules and conventions, or use common materials or ideas in new, clever and surprising ways
Value	<ul style="list-style-type: none"> is not useful or valuable to the intended audience/user would not work in the real world; impractical or unfeasible 	<ul style="list-style-type: none"> is useful and valuable to some extent; it may not solve certain aspects of the defined problem or exactly meet the identified need unclear if product would be practical or feasible 	<ul style="list-style-type: none"> is seen as useful and valuable; it solves the defined problem or meets the identified need is practical, feasible
Style	<ul style="list-style-type: none"> is safe, ordinary, made in a conventional style has several elements that do not fit together; it is a mish-mash 	<ul style="list-style-type: none"> has some interesting touches, but lacks a distinct style has some elements that may be excessive or do not fit together well 	<ul style="list-style-type: none"> is well-crafted, striking, designed with a distinct style but still appropriate for the purpose combines different elements into a coherent whole

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 have you ensured all tasks were completed before the Games 4 Good Arcade? Are you feeling confident about your team's game?

