

DESIGNING OUTSIDE THE BOX

(Originally developed by Michael Gi)

GOAL(S)

- To have students understand how their designs and choices involve many other systems and persons, and that one critical part of their job is understanding how it all works.
- To understand a team's vision

TOTAL TIME OF ACTIVITY: 35 Minutes

SET-UP

- Possibly chart paper and a white board
- Screen to show <https://www.youtube.com/watch?v=zQvWMdWhFCc>

MAIN ACTIVITY (35 min.)

- Play Extra Credits video (<https://www.youtube.com/watch?v=zQvWMdWhFCc>) (5 min.)
- Ask students to imagine this in-game scenario: There is an enemy guard standing watch at a door to a building. The player must get in the building. Ask students what solutions might be available? Get them to think outside the box. (10 min.)
- Then ask students to think about what game systems the developers would have to create to accommodate each solution. Use systems thinking resources. (10 min.)
- Now focus on one particularly interesting or silly idea -- work with students to come up with a list of the game development work involved in order to make the solution a reality. (10 min.)

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