

THINK LIKE A GAME DESIGNER

(Originally developed by Amanda Kirk)

GOAL(S)

- This is a group discussion activity, to help get youth in the mindset of a game designer

SET-UP

- Pen and paper
- Chairs

TOTAL TIME OF ACTIVITY: 35 Minutes

MAIN ACTIVITY (35 min.)

- Have participants break into groups prior to starting work on their games. Have them work with pen and paper for this exercise. (5 min.)
- First have participants think of a family member or friend that is a different age and write down a game that they would like, and why they would like the game. (10 min.)
- Second have the participants list a favorite game and then come up with something they would add to the game to improve it. Then ask them to think about whether this would be something simple to add or more challenging, what parts would need to be created so that their idea could be incorporated into the game. (10 min.)
- Share-out with other participants what they came up with. (10 min.)

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a game jam for young creators

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