

HACK TIC TAC TOE

(Originally developed by Global Kids)

GOAL(S)

- A quick modding activity around a classic game, that is highly structured around the 5 parts of a game

SET-UP

- Pens, pencils, or colored pencils
- Scratch paper
- Whiteboard or chart paper, with the 5 part of game design written on it

TOTAL TIME OF ACTIVITY: 50 Minutes

MAIN ACTIVITY

- Introduce the 5 parts of a game as done in the video. (10 min.)
- Have students play tic tac toe. (2 min.)
- Break tic tac toe into its game design principles on the whiteboard. (5 min.)
 - Goal: Get 3 in a row
 - Space: 3x3 grid, on paper
 - Components: x, o, pencil, 2 players
 - Rules: take turns, if no one can play it's a draw, etc
 - Mechanics: drawing
- Challenge class to redesign this classic game. (3 min.)
- Note that this game isn't too fun- how could they change it to make it more fun?
- Have students pick one part of Tic Tac Toe to redesign, to make the game more interesting. They will probably have to change more than just that one component to make the game playable with one thing they want to change (change the Space by making a bigger grid, change the Rules by making simultaneous turns), and then move on from there.
- Students redesign tic tac toe in pairs. (15-20 min.)
- Share out of designs. (5-10 min.)
- You can usually have 3-4 groups share out their game by explaining the changes they made and demoing gameplay.
- After the demo, make sure groups point out with principle they initially chose to focus on, and what other principles they also had to change as a result"
- A special note- this activity works equally well with Rock, Paper, Scissors, and then does not require the paper and pens/pencils.

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