

# MAKE A SYSTEM FLOW DIAGRAM FOR A GAME

*(Originally developed by Jessica Hammer)*

## GOAL(S)

- To be able to analyze how systems function in games

**TOTAL TIME OF ACTIVITY: 35 Minutes**

## SET-UP

- Computer with PowerPoint
- Projector
- Pens and paper

## MAIN ACTIVITY

- Review the PowerPoint on systems and video to best explain concepts (15 min.)
- Have students work through creating a system flow diagram for the simple CRPG example from the video, learning four key concepts along the way (stocks, flows, gates, and sources/sinks) (10 min.)
- Next diagram a simple game of their choice, or their own game if done mid-jam (10 min.)
- There are also activities in Institute of Play's Systems Thinking Guide:  
<https://educators.brainpop.com/printable/institute-play-design-pack-systems-thinking/>

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