



GAMEPLAY

# GAMEPLAY

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## GENRE

*What type of game is this?*

# GAMEPLAY

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## AFFECT & ENGAGEMENT

*What type of **emotions** will  
the game evoke?*

# GAMEPLAY

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## GAME MECHANICS / DYNAMICS

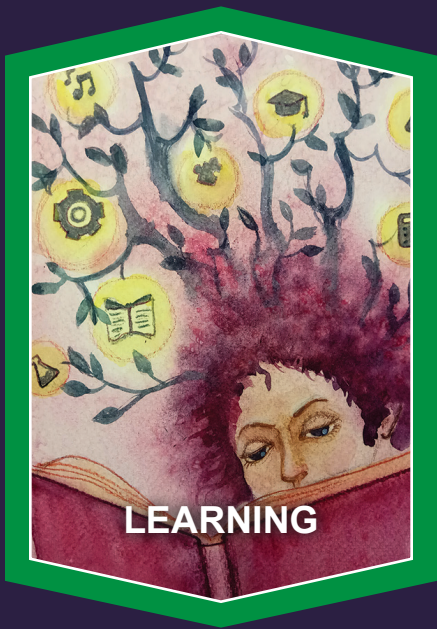
*Will there be different **levels**  
within the game?*

# GAMEPLAY

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## PLAYER ACTIONS / DYNAMICS

*What **actions** can the player take? Will there be any time limit for actions? Will **feedback** be provided on the actions?*



**LEARNING**

# LEARNING

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## LEARNING OUTCOMES

*Who is the **player**?*

# LEARNING

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## LEARNING OUTCOMES

*What learning challenge  
will the game solve?*



# LEARNING

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## LEARNING OUTCOMES

*What are the **learning outcomes** for the game?*  
*How does the game fit into the course lesson, module or curriculum?*

# LEARNING

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## LEARNING OUTCOMES

*What is the player's **goal** in the game?*

# LEARNING

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## TAUGHT CONTENT

*What **academic content** will  
be taught by the game?*

# LEARNING

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## TAUGHT CONTENT

*What types of **skills** or **knowledge** will the player need to play the game?*

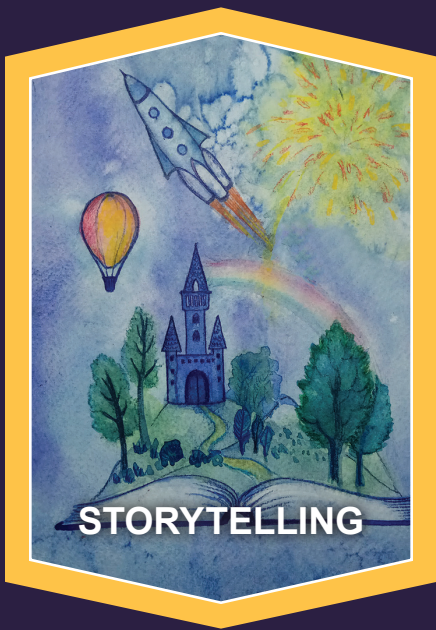
*What types of skills or knowledge will the player gain from the game?*

# LEARNING

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## PEDAGOGICAL APPROACH

*What teaching approaches  
will be used in the game?*



# STORYTELLING

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## IMAGINATION

*What is the story's **plot**?*

# STORYTELLING

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## IMAGINATION

*What **type of world** is the  
game situated in?*



# STORYTELLING

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## IMAGINATION

*Who are the **characters** in the game? What role do they serve? Does the player assume one of these roles?*

# STORYTELLING

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## EMERGING STORIES & EXPERIENCES

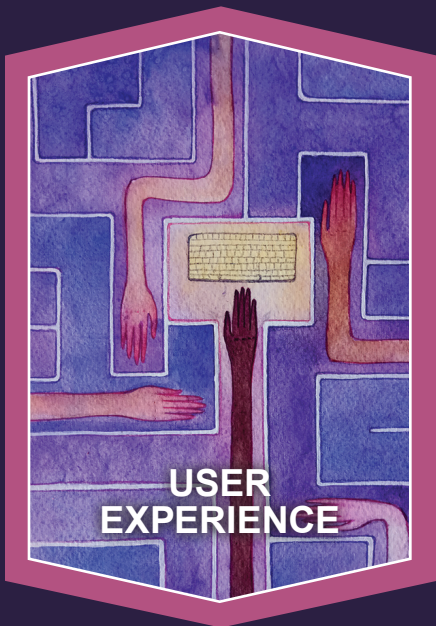
*Will there be **one** or  
**multiple** stories within the  
game? How will the **stories**  
unfold?*

# STORYTELLING

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## EMERGING STORIES & EXPERIENCES

*How and when will the  
game's story end?*



**USER  
EXPERIENCE**

# USER EXPERIENCE

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## INTERFACE COMPONENTS

*What **game controls** will  
you include?*

# USER EXPERIENCE

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## FEEDBACK

*Can the player share their  
game results with other  
players?*

# USER EXPERIENCE

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## FEEDBACK

*Will be the player be provided with **progress reports**? How will the player access these reports?*

# USER EXPERIENCE

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## CONTROL-MAPPED ACTIONS

*Can the player pause,  
stop or save their progress  
during the game?*





Digital Education Strategies

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