Name(s):

Challenge

Teach the class about a specific game purpose by creating a Pecha Kucha and presenting it to the class.

Directions

1. Research the Internet for purposes of games beyond entertainment.   
   (Serious Games Association: <http://www.seriousgamesassociation.com/>, and Games for Good: <http://www.gamesforgooddesign.com/>, are good starting points.)  
   List types below:
2. Your group will be assigned a specific category to investigate further. You must keep your research very specific to your assigned category.
3. With your teammates, devise a strategy for working as a team. Will everyone look for all of the needed information, or will you “divide and conquer” by assigning individuals specific details to look for? Describe your plan and role assignments.
4. Locate games that are good examples of your category.
5. Find images that represent this game category.
6. Learn as much as you can about how these games are used:
7. What game titles did you find?
8. Who is the audience?
9. Who creates these types of games?
10. Provide examples of how each game achieves its purpose.
11. Do you think the programmer included random in any part of this game? Describe what you think and any evidence you see.
12. Are the games popular? Can you find any market research to indicate this?
13. In what ways are they “fun” in addition to their primary purpose?
14. Can you find any examples that you can play online?
15. Take good notes and track your research—you will need to cite your sources in a bibliography.
16. When citing an online source, do your best to include: the author, the title of the article or page, the web address or URL (in italics), and the date of publication. Some websites do not supply all of these details.  
    Example: Johnson, Mark. “How to Make Perfect Pretzels.” http://<url>. 20 February 2015.
17. Collect 4–8 images to use in your presentation.
18. Organize the information and plan a Pecha Kucha presentation (a maximum of 10 slides with 20 seconds of script for each).
19. Write the script and assign roles and responsibilities. Each team member must have a role.
20. Self-assess your work using this following rubric:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Criteria | Does Not Meet Requirements | Meets Requirements | Exceeds Requirements | Comments |

| Presentation includes5–10 slides with appropriate images |  |  |  |  |
| --- | --- | --- | --- | --- |
| A bibliography with at least two sources was completed |  |  |  |  |
| Represents efforts in research and design |  |  |  |  |
| Organized teamwork is evident |  |  |  |  |
| Information shows effort in research and design |  |  |  |  |
| Each slide was described in 20 seconds or less |  |  |  |  |

Reflection

1. Identify a problem you had in researching your topic. How did you overcome the problem?
2. Reflect on your learning by completing these sentences:

Three interesting ideas I learned from my research are:

The most interesting or important thing I learned is:

1. How would you do this project differently if you did it again?