

Game Design Challenge:  
Algebra Game

The genre of games that are used in education, from academia to the military, from rote memorization to real-life experience, is called Serious Games. Types of serious games include *Training Games, Health Games, Social-Commentary Games, Advergames and Anti-Advergames, Educational Games, and Social-Awareness Games*. This assignment deals with a game to teach algebra, specifically solving for an unknown.

Components Required:  
Internet for Research

Deliverable:  
Concept Doc for a digital Algebra I game (Due Friday, April 1, 2011)  
A playable teaching game (Due Wednesday, April 6, 2011)

Suggested Process:

1. Research algebra games. These may be found online.
2. Find the core. Choose one algebraic component to research (already stated above).
3. Create deliverable.

Concept Doc:

Follow the following format. This is due on Wednesday, April 6, 2011.

1. Title
2. Genre
3. Version (1.0 – Preliminary Proposal)
4. Platform (PC)
5. The Big Idea (Brief Description of Play)
6. Play Mechanic
7. Target Audience
8. Concept
  - a. What is the story?
  - b. Who are the characters?
  - c. Where are the locations (and worlds)
  - d. Scope and scale
    - i. Levels
    - ii. Story-telling strategy
    - iii. Resource budget (art, work/person, division of labor)
9. Game Summary (EXACTLY what will be done and how)
10. MDA sheet
11. Sources
  - a. Games observed, with a note as to how helpful they were, concepts gained, etc., and URLs.
  - b. Other resources, such as textbooks, other online research, etc.