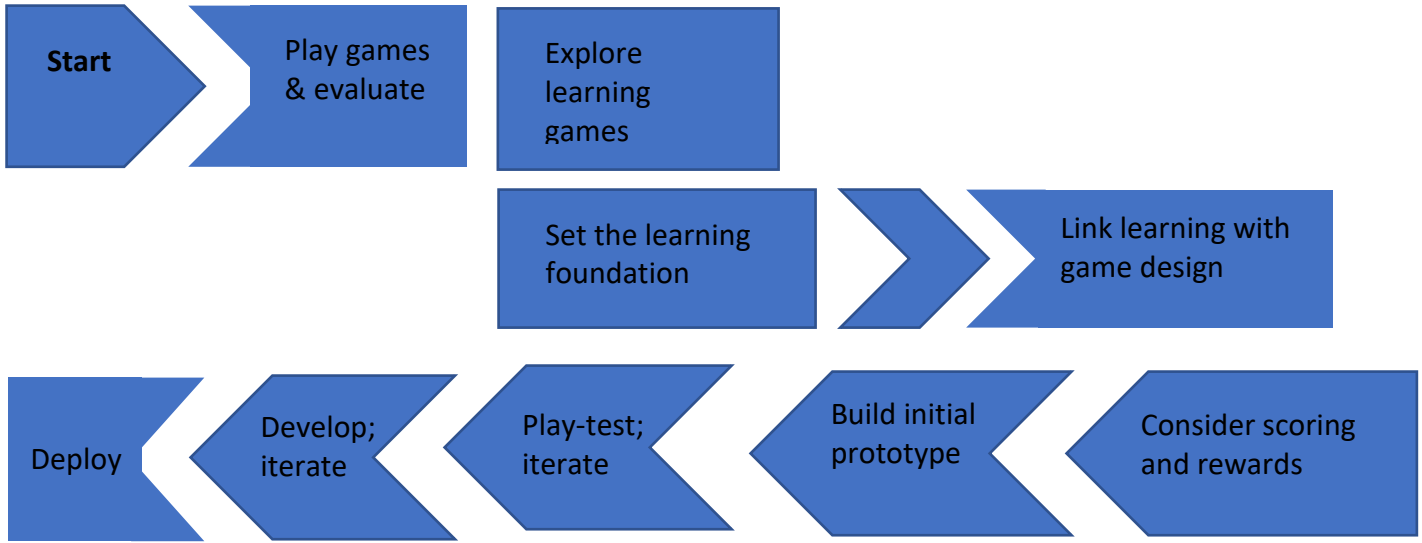


	Research Game	Card/Cube Game	Online Games (Kahoot)	Components You Could Use Locally
Play/Entertain 1. Fun (Lazzaro 2004) 2. Social Interaction (Chou 2017) 3. Discovery (Chou 2017) 4. Unpredictability (Chou 2017)				
Mechanics (Kapp 2012) 1. Leaderboards 2. Points/Tokens 3. Badges 4. Levels 5. Story 6. Narrative 7. Theme 8. Character 9. Avatar				
ACRL Framework 1. Authority Is Constructed and Contextual 2. Information Creation as a Process 3. Information Has Value 4. Research as Inquiry 5. Scholarship as Conversation 6. Searching as Strategic Exploration				
Engage/Motivate (Lepper 1987, Malone 1987, Malone 1981) 1. Intrinsic a. Challenge b. Curiosity c. Control d. Fantasy e. Cooperation f. Competition g. Recognition 2. Extrinsic a. Failure b. Punishment c. Success d. Reward				
Challenge/Teach (Boller 2017) 1. Game Goals/Learning Outcomes 2. Feedback/Assessment 3. Classroom Management/Rules 4. Active Learning • Critical Thinking • Reflection • Problem solving				

Planning Process (Adapted from Boller/Kapp and Kim)



Identify Need:													
Instructional Goal	After playing this game learners will:												
Learning Objectives	To achieve this goal, learners need to be able to:												
Core Dynamics	<table border="0"> <tr> <td>Race to the finish</td> <td>Rescue or escape</td> <td>Outwit</td> </tr> <tr> <td>Territory acquisition</td> <td>Alignment</td> <td>Solution</td> </tr> <tr> <td>Exploration</td> <td>Forbidden act</td> <td>Matching</td> </tr> <tr> <td>Collecting</td> <td>Construct or build</td> <td></td> </tr> </table>	Race to the finish	Rescue or escape	Outwit	Territory acquisition	Alignment	Solution	Exploration	Forbidden act	Matching	Collecting	Construct or build	
Race to the finish	Rescue or escape	Outwit											
Territory acquisition	Alignment	Solution											
Exploration	Forbidden act	Matching											
Collecting	Construct or build												
Game Mechanics (learning loop—Kim)	The rules for this game are the following:												
Game Elements	<table border="0"> <tr> <td>Aesthetics</td> <td>Cooperation</td> <td>Story</td> </tr> <tr> <td>Chance</td> <td>Levels</td> <td>Strategy</td> </tr> <tr> <td>Competition</td> <td>Resources</td> <td>Theme</td> </tr> <tr> <td>Conflict</td> <td>Rewards</td> <td>Time</td> </tr> </table>	Aesthetics	Cooperation	Story	Chance	Levels	Strategy	Competition	Resources	Theme	Conflict	Rewards	Time
Aesthetics	Cooperation	Story											
Chance	Levels	Strategy											
Competition	Resources	Theme											
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Feedback (Mastery Journey—Kim) The Players Journey	Learners will receive feedback at the following places in the game: (Discovery, Onboarding, Habit Building, Mastery)												

