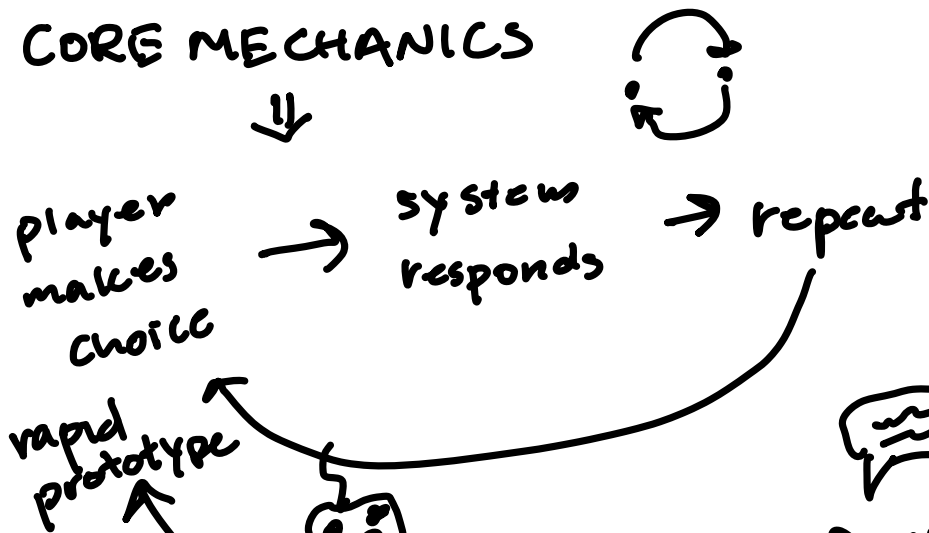


CORE MECHANICS



rapid prototype






GAMES

VS. LINEAR MEDIA

iterate throughout production → actually doing

conveys ethical message experientially

COMMUNICATE VALUE AND ETHICS

- 1) integrate subject experts 
- 2) identify/prioritize learning obj. 
- 3) Playcentric Design 
- 4) Learning Science 
- 5) Objective Info for credibility 
- 6) Assess Learning

LVL UP + 1

