

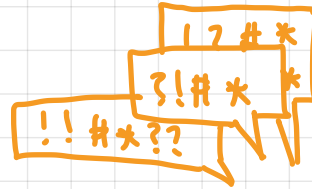
Understanding Mechanics (Generic)

Player makes a choice → System responds to that choice

(A)/(B)

Yes / No

Repeat



Understanding Mechanics (With purpose)

Communicate {
concepts
values
ethics

do not use typical template = using equates to dilution of meaning



Example:



Practice racing in games can help absorb concept to race a real car



THE REAL template

- ① activation of prior exp.
- ② demonstration of skills
- ③ Application of skills
- ④ integration of skills into real-world activities

BEST practices

- ① Integrate subject matter expert throughout } engage in expert constantly
- ② Identify and prioritize learning objectives } needs analysis
- ③ Embrace playcentric design } problem-based + inform objectives
- ④ Learn from learning science } translate facts & data from real world
- ⑤ Maximize credibility through use of objective classification } test knowledge.
- ⑥ Formally assess learning }