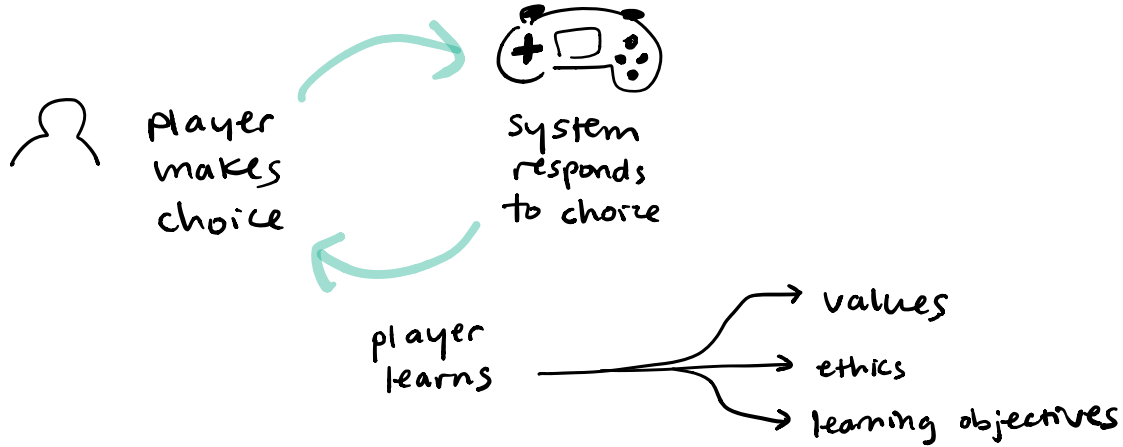


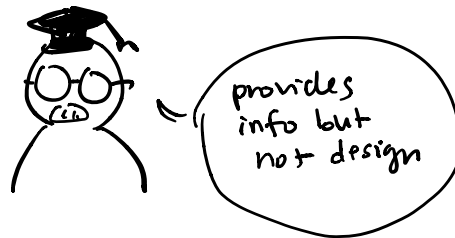
The Mechanic is the Message:
How to communicate values in
Games through the Mechanics of
User Action and System Response

Mechanic:

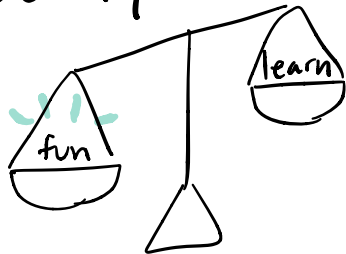


Best Practices for Designing mechanics that
Communicate values & Ethics

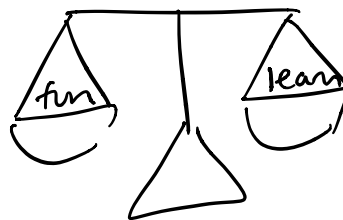
1. Integrate Subject Matter Experts Throughout



2. Identify & Prioritize Learning Objectives



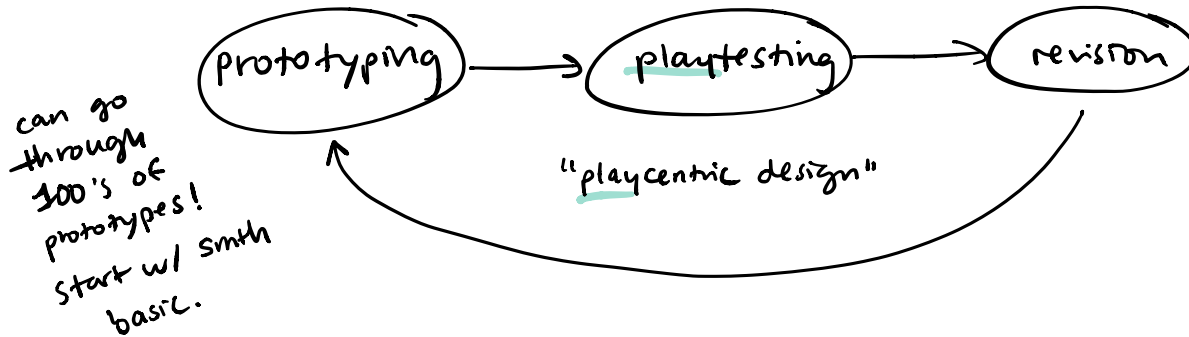
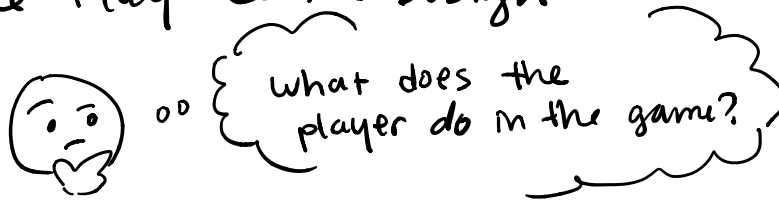
commercial
games



Serious games

How? conduct needs analysis with

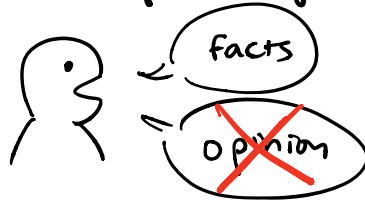
3. Embrace Play-Centric Design



4. Learn from Learning Science

include education consultants who have expertise in the science of learning

5. Maximize Credibility through use of Objective Info



6. Formally Assess Learning

check if players learned after playing game.
Assessment methodology should:

- test player's knowledge before playing
- have them play game
- test knowledge, ability to perform tasks, understanding of core concepts after playing game
- compare diff b/w before & after