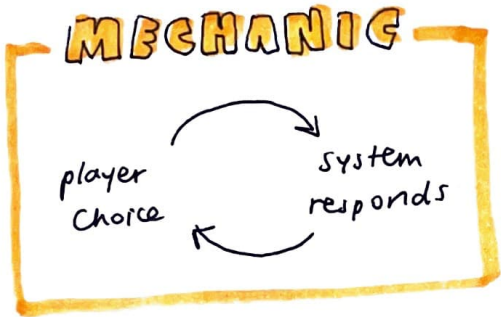


# the MECHANIC is the MESSAGE

CHRIS SWAIN

INTERACTIVE GAMES → SOPHISTICATED MESSAGES like ETHICS!



① INTEGRATE SUBJECT MATTER EXPERTS (SMEs)



books, articles, movies



AND

SMEs!

help dev. learning obj's and tasks

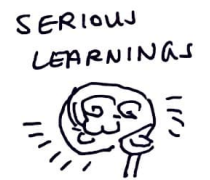


② IDENTIFY + PRIORITIZE LEARNING OBJECTIVES

not JUST FUN



BUT ALSO



⑥ FORMALY ASSES LEARNING

use BEFORE & AFTER to measure effectiveness

⑤ CREDIBILITY THROUGH OBJECTIVITY

• use REAL STATS and REAL history

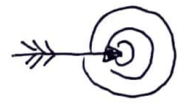
• show viewpoints from MANY SIDES



④ LEARN FROM LEARNING SCIENCE

→ learning is PROBLEM-BASED

→ inform player of their OBJECTIVE

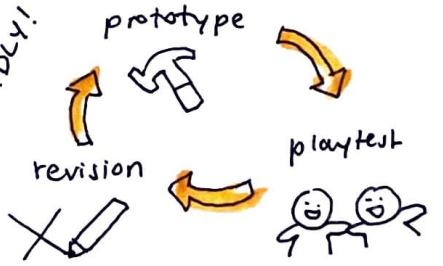


③ PLAYCENTRIC DESIGN

should resemble REAL LIFE

"what does the player do?"

MOVE RAPIDLY!



## EXAMPLE GAMES

**PEACEMAKER**  
Israel v. Palestine peace negotiation

**LANGUAGE & CULTURE TRAINING SYSTEM**

learn by speaking

**REDISTRIBUTING GAME**  
gerrymandering

**SURGE WORLD**  
medical emergency