

Game Design Template

1. 50,000-ft View

What do you want your experience to be about? What characters/players should be involved?

2. Gameplay Outcomes

<p>VOCABULARY</p> <p>What target words/phrases do players need to know/learn?</p>	<p>STRATEGIC SKILLS</p> <p>What other skills (e.g., logic, scanning) do you want to incorporate?</p>
<p>GRAMMAR</p> <p>What grammar do players need to know?</p>	<p>CULTURAL SKILLS</p> <p>What cultural skills/awareness do you want to incorporate?</p>

3. Narrative:

Storyline:

Gameplay Goals: (the tasks such as find the launch sequence, build the empire, or complete the online order)

Rules:

4. Interaction/Activity Design

Description of Interaction	Purpose	Material Notes
<i>What will players DO/READ/HEAR?</i>	<i>Why?</i>	<i>What do you need to create to make it happen?</i>