

Build The Next Great Card-Based Learning Game



Instructions and Design Document

General Instructions

1. Please complete each step of this document in accordance with the instructions provided.
 - a. You are able to download this document and fill it out in Word, PDF, or Google Docs.
2. All participants must register their team before submitting their final submission at: <https://docs.google.com/forms/d/e/1FAIpQLScrX9hy1WChqhKdTx4cYMa2Z-zcHgmCFW4ujGK7VsRy9Y7Krg/viewform?vc=0&c=0&w=1>
3. All submissions are due by July 10th, 2020 at 11:59 pm PST and must be submitted by email only to events@legendsoflearning.com.
4. When submitting the final submission, you must do the following: Have a teacher or a designated parent/guardian for the team email a completed version of this Design Document as a Google Doc, Word or PDF file, to events@legendsoflearning.com.
5. Upon our receipt of your submission, you will receive a confirmation of submission. Only one submission may be submitted per student and per team.
6. Students may work with up to one (1) other fellow students on a team (for a team size of up to 2 students) for a single submission.
7. All submissions must be age-appropriate and contain no guns, profane language or other inappropriate content. If you have questions regarding what may or may not be appropriate, please consult your teacher/parent/guardian.
8. Feel free to submit pictures, drawings or videos, but they are not required.
9. Any questions regarding the completion of this form should be submitted to events@legendsoflearning.com.
10. HAVE FUN. Be Creative. We are looking for well thought out creative expressions.

Game Design Instructions



1. Your goal is to design a card-based game that teaches a math or science concept(s) of your choice.
2. Pick any math or science concept(s) that are of interest to you. For example, probability, addition, memorization of numbers, resource allocation, photosynthesis etc. Your topic selection has no impact on your score, although the overall creativity of your game design does.
3. The game has to use cards, but can also use any other materials you desire. For example, dice, avatar pieces, tokens, boards etc.
4. You can see examples of amazing card-based games for inspiration here:
<https://gamewright.com/product/>

Scoring and Winner Selection

Each submission will be scored on the following criteria out of a total of 1,000 points:

- Creativity of Game Design Concept: 0 to 350 points
- Completeness and Detail of Submission: 0 to 350 points
- Ability to Blend Educational Material into Game Mechanics: 0 to 300 points

Winners will be selected based on the highest team scores.

The two highest-scoring teams will each receive a \$100 of Gamewright products and a meeting with the Gamewright development team to discuss their game vision and the game creation process. The next ten runners up will receive \$50 of Gamewright products.



Competition Document

The purpose of this challenge is for students to detail how they would design a card-based game that helps teach a science or math concept to kids.

Team Name:

Teacher/Parent/Guardian Name:

Teacher/Parent/Guardian Email Address:

School Name:

School District:

Grade:

Title of Game:

Name(s) of Team members involved in Submission:

1. What Does the Game Teach?

In 250 words or less, describe the science or math concept(s) that the game teaches.

2. Core Gameplay Mechanics Summary

In 750 words or less, please describe how the game will work and the core things players will do/actions they will take to both play and learn.

Notes: What should the gameplay be like? What is the goal of the game, and how do players interact with each other? What tactics should the player use? What choices do players need to make? How do they learn the material through the game? Imagine describing your favorite board game to a friend.

3. Parts Needed

In 500 words or less, describe all of the components (pieces) of the game that you will need to play. What are the pieces made of? How do they look? How many of each piece?

Notes: Imagine opening a game and describing all of the contents that come in the box that are needed to play.

4. Game Instructions

Provide the instruction manual for the game. Players should be able to take the instructions plus the pieces you described above and play the game. See example Gamewright games for instructions. Keep the instructions as short and simple as possible.

5. Game Influences

Describe a creative influence for your game. For example, movies, other games, books, tv shows, etc. In 200 words or less, please describe why you chose the influence.

Name of Influence:

Why did you choose this influence (200 words or less)?

6. Educational Value

In 250 words or less, describe how your game teaches the math/science concept(s) listed above.

7. The Elevator Pitch Summary

Pretend that you are pitching your game to an executive in the elevator. In 200 words or less, provide the best pitch for why someone should help build your game.