

Design Your Own Trivia Game



Instructions and Design Document

General Instructions

1. Please complete each step of this document.
 - 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/1FAIpQLSesP_CSm9cJZOGLL98zRY6bE4IKM9-09SgbRhGukq9LMMQN5w/viewform?vc=0&c=0&w=1
3. All submissions are due by October 30th, 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 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 team.
6. Students may work by themselves or with up to three (3) other fellow students on a team (for a team size of up to 4 students).
7. All submissions must be age-appropriate. 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 physical trivia game that both adults and kids could play with each other.
2. The trivia that your game covers can be school-related, pop-culture, movies, or anything else you like, but the topic(s) should be chosen so that both adults and kids can play.
 - a. Your topic selection has no impact on your score, although the overall creativity of your game design does.
3. The game can use any other materials you desire. For example, cards, dice, avatar pieces, tokens, boards, etc.
4. You can see an example of an amazing trivia game designed for all ages for inspiration here: <https://www.calliopegames.com/buy/clp116/hive-mind>

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.

Students will put forth their best ideas and a panel of judges will pick ten (10) winners. The two (2) grand prize winners will each receive a \$150 prize pack of Calliope products plus an opportunity to meet with the Calliope team, discuss their vision for the game, and learn about the

game design process. The eight (8) runner up teams will each receive \$50 prize packs of Calliope products.

All participants who submit a complete and valid entry will receive a code for 20% off a one-time purchase of as many Calliope Games as they would like. To see the amazing library of Calliope Games offerings, you can go here: <https://www.calliopegames.com/>



Competition Document

The purpose of this challenge is for students to detail how they would design a physical trivia game that both adults and kids could play with each other.

Team Name:

Teacher/Parent/Guardian Name:

Teacher/Parent/Guardian Email Address:

School Name:

School District:

State:

Grade(s) of Participants:

Title of Game:

Name(s) of Team members involved in Submission:

1. What Trivia Does the Game Cover?

In 250 words or less, describe the trivia topics and knowledge players need to know.

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 play.

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? 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 Calliope games for instructions. Keep the instructions as short and as simple as possible.

5. Game Influences

Describe two creative influences 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 #1:

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

Name of Influence #2:

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

6. The Elevator Pitch Summary

Pretend that you are pitching your game to an executive in the elevator. In 250 words or less, provide the best pitch for why someone should help build your game. Why will people want to buy it and play?