

Course: Utah Creative Coding I Module: Intro to Game Design**Lesson 1.2: Unpacking a Game**

<https://codehs.com/course/20516/lesson/1.2>

Description	In this lesson, students explore and learn to identify game elements, mechanics, and components that make up the overall gameplay experience.
Objective	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Identify game components • Identify game mechanics and how they impact player interactions • Identify game elements and how they define a game
Activities	<p>1.2.1 Video: Gameplay 1.2.2 Notes: Investigate a Game 1.2.3 Free Response: Identify Game Elements 1.2.4 Free Response: Identify Game Components 1.2.5 Free Response: Identify Game Mechanics 1.2.6 Free Response: Describe Your Experience</p>
Prior Knowledge	Previous experience with playing games (physical, tabletop, or video games)
Planning Notes	Students will dissect the parts of a tabletop game and video game as part of this lesson. It may be beneficial to use additional games in the classroom to identify game parts. For example, use additional tabletop games and/or video games to practice identifying game elements, components, and mechanics.
Standards Addressed	
Teaching and Learning Strategies	<p>Lesson Opener:</p> <ul style="list-style-type: none"> • Have students brainstorm and write down answers to the discussion questions listed below. [5 mins] <p>Activities:</p> <ul style="list-style-type: none"> • Watch the <i>Gameplay</i> video individually or as a class. [6 mins]

- Play “Fireboy and Watergirl” game in the *Investigate a Game* activity individually or in pairs. [10 mins]
 - Allow students enough time to play the game, but remind them to spend time completing the questions in the following free-response exercises.
 - Encourage students to preview the questions in the following exercises before or during gameplay.
- Complete *Identify Game Elements* reflection questions. [5 mins]
- Complete *Identify Game Components* reflection questions. [5 mins]
- Complete *Identify Game Mechanics* reflection questions. [5 mins]
- Complete *Describe Your Experience* reflection questions. [5 mins]
 - If time allows, let students share out their experience and any mechanics they found interesting in the game.

Lesson Closer:

- Have students reflect and discuss their responses to the end-of-class discussion questions. [5 mins]

Beginning of Class:

- What makes a game fun?
 - *Sample Response: Challenges in a game can make it fun. Competition with other players and spending time with them make it a fun experience.*
- How might you learn to play a new game?
 - *Sample Response: Read the rules that come with the game. Watch a video online that shows how to play the game. Ask your friends or family how to play if they’ve played it before.*
- Why are rules necessary in games?
 - *Sample Response: Rules make sure everyone plays the game fairly.*

Discussion Questions

End of Class:

- What is a game component?
 - *Sample Response: Game components are the pieces or objects used to play a game. They could be characters, dice, cards, or objects a video game character uses in a game.*
- What are game elements?
 - *Sample Response: Game elements are rules and objectives, how a game moves forward or progresses, and opportunities for players to make meaningful choices.*
- How do game mechanics impact gameplay?
 - *Sample Response: Game mechanics dictate how a player can interact with the game based on states or obstacles in a game.*

Resources/Handouts

Vocabulary

Term	Definition
gameplay	Gameplay is a term to describe players interacting with a video or computer game.
game mechanics	Rules, challenges, abilities, and parameters that dictate how a game functions or operates
game elements	A game's objectives, opportunities for players to make meaningful choices, game changes over the course of play, and defined rules for playing
game components	The aesthetics, story, audio, information, and interactive game pieces or objects.

Modification: Advanced	Modification: Special Education	Modification: English Language Learners
<ul style="list-style-type: none"> • Allow students to work with classmates who may need assistance with the assignments. • Allow students to explore additional games (tabletop and video games) to identify parts of each game. 	<ul style="list-style-type: none"> • Consider having students work in pairs to complete these assignments. • Give students ample time to complete the free response activities. 	<ul style="list-style-type: none"> • Consider having students work in pairs to complete these assignments. • Give students ample time to complete the free response activities. • Continue vocabulary sheet from previous lesson and add game related terms that come up in this lesson.