

This is not a writing class: Educational Alternate Reality Game Design

Design Notes Document

Use this to brainstorm and record the overarching elements of your educational ARG

NARRATIVE: a brief outline of the story of your alternate reality; what will create the specific situation/context of the learning experience

LEARNING GOALS/OUTCOMES: the skills and knowledge you expect the players/students to learn

PROBLEMS: the problems, challenges, or puzzles the players/students will be presented with (should align to Learning Goals/Outcomes)

MEDIA: the channels/form in which players/students will respond (online discussion board, video blog, paper text, etc.)