Best Practices: A Variety of Activities for Developing Games in Class

Creating activities that generate better products has been very fruitful as a collaborative process. This best practice session will focus on providing tools to make a game design unit enjoyable and instructive; classes can have fun and people can hone their own gaming practice. Student projects are wildly successful when you create a space for students to use new “Agile” principles. Student groups have created personalized, robust games and classroom discussions have been really instrumental in this process driven classroom. We have had discussions about Intellectual Property and the design process. Students are taking ownership of their work and the class is an atmosphere of creativity. We still have room for achieving course objectives and adding in ISTE technology standards as well. Students work collaboratively and use industry standard skills to generate ideas, create games and assess them. I would use the Best Practices forum to share some of the tools that have been successful and provide some useful assessment techniques that I have used and plan on implementing next year as well.