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| LEARNING GOAL & SCALE: Standard |
| 4 | Student will be successful in level 3 and:* Evaluate multiple games in terms of choice and determine which choices are meaningful and which ones are illusions.
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| 3 | Student will:* Understand the process of creating and designing player choice. (standard 34.0)
	+ Analyze design elements that maintain player interest and vary the degree of challenge.
	+ Discuss the need for a balance of design elements for the purpose of rewarding and frustrating players.
	+ Discuss player centric design
	+ Correlate game complexity level to appropriate age group such that content matches user skill set required.
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| 2 | Student will:* Define what player choice is and understand what meaningful choice means vs the illusion of choice in the context of games
* Research game complexity level to appropriate age group
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| 1 | With help from the teacher, the student has partial success with the current content. |
| 0 | Even with help, the student has no success with the current content. |

**Read the below articles:**

<http://www.gamasutra.com/blogs/BriceMorrison/20131119/204733/Meaningful_Choice_in_Games_Practical_Guide__Case_Studies.php>

https://www.interaction-design.org/literature/book/gamification-at-work-designing-engaging-business-software/chapter-2-58-player-centered-design

**Watch the below videos:**

<https://www.youtube.com/watch?v=7teM1K_qIWw> 15 Hardest Video Game Choices Ever

<https://www.youtube.com/watch?v=7iklM_djBeY> Choices vs Consequences

Player Choice List: <https://www.youtube.com/playlist?list=PL_pNF-s5f0RkIfllYq7mT8NUmwJy7BABJ>

**Project Ideas**

-Write a blog post or in a word document in blog post style that deals with meaningful choices in games.

-Draw sketches about a game that had meaningful choice and put captions in to explain what the picture is depicting (you could also do comic book style to accomplish this if you prefer).

-Create a poster that depicts meaningful choices in a game.

-Create a video with clips of meaningful game choices and put captions in the video or present it in class as you state more information on those choices.

**Your project should show the following things:**

* An example of a game that you felt you had a lot of meaningful player choice in.
* What made those choices meaningful and what all you had the choice to do (choosing character type, narrative choices, outcome choices, battlefield/fighting tactics, commanding others, moral decisions, etc.).
	+ An example is that in Fallout 3 there was karma and your choices affected the outcomes; one of the criticisms of Fallout 4 was that karma was no longer a factor and often when players chose different dialogue options they all came back around to the same result so that the choices they made were not as meaningful (they were illusion choices only). It can be argued however that what faction you choose to help in the end was a meaningful choice because you had to take out the other factions which you had helped throughout the main story.
* Analyze how the design of the game kept your interest while you played.
	+ Discuss how the game balanced being challenging without completely frustrating you to the point where you quit.