|	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.

3	Student will:
	✓ Understand the process of creating and designing player choice. (standard 51.0)
	   ○ 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.

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
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.

Work Scenario: You want a job at Telltale but need to get a better understanding about creating player choices in video games and making those choices truly meaninful rather than illusionary. Begin independent research on meaningful choices and create a project help you better understand and absorb the research you do.
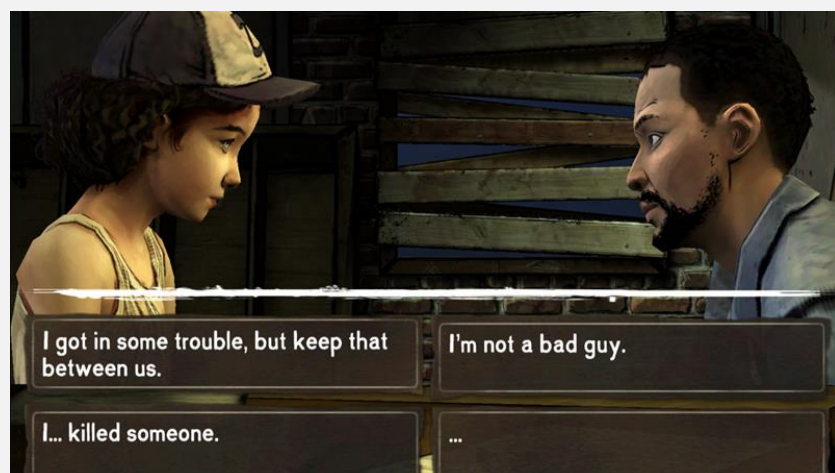
Independent Research Resources

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

Videos:

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

Player Choice List: https://www.youtube.com/playlist?list=PL_pNF-s5f0RkIfIlYq7mT8NUmwJy7BABJ

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

Project Requirements (no matter how you choose to show them; all should be included):

- ➢ 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: Fallout 3 had "karma" and your choices affected the outcomes; one criticism 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 were not as meaningful (they were illusion choices). On the flip side in Fallout 4 the faction you choose to help in the end was a meaningful choice because you were making a moral decision.
- ➢ Analyze how the design of the game kept your interest while you played.
    - ○ Discuss how games balance being challenging without frustrating players to quit.

Project Ideas

-Blog post style that goes into a lot of detail about meaningful choices in games.

-Draw sketches about a game that had meaningful choice. Include captions in to explain what the picture is depicting (you could do comic book style as well if preferred).

-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.

-Create a one level game in GameMaker where the main character has to make a meaningful choice. Text on the end screen can be used to cover any aspects below not showed in the level.