

**GAME ON!!!**

**Building Interactive Educational Fiction**

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# FAILURE

~~GAME ON!!!~~

Games are Hard?

~~Building Interactive Educational Fiction~~

# OH NO



- Chose game engine
- Built project timeline
- Developed learning goals
- IDed teaching methods
- Switched game engine
- Built Project Outline
- Built Project Timeline



# AVOIDING PITFALL ONE

**Don't do Everything in the Wrong Order**

# GOOD PRACTICES



- FIRST: learn from everybody else and don't waterfall method it
  - Set your learning goals before anything else
  - Let your learning goals and learning TYPE inform your engine choice
  - Project outline THEN project timeline
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# WHAT DID I DO



- Assumed vast majority of time would be construction
- Forgot to assign time for tool familiarity
- Underestimated learning design time



# AVOIDING PITFALL TWO

**Double Your Time Estimates. Now Triple Them.**



# GOOD PRACTICES



Budget adequate time for:

- Learning outcome design
- Engine familiarity
- Customization
- Scripting
- Everything being on fire

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# WHYYYY



- Forgot to consider user motivations in using the product
- Developing appeal takes time
- Didn't plan for testing during development



# AVOIDING PITFALL THREE

**Don't Forget the User**

# GOOD PRACTICES



- Plan for apathy
- Plan for testing/trials
- Appeal

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**GONNA KEEP WORKING ON  
IT**

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# Further Learning Recommendations

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## Foundational

The Gamification of Learning and Instruction Game-Based Methods and Strategies for Training and Education - Karl Kapp

Game Design: a Book of Lenses - Jesse Schell

[ARCS Model of Motivation](#)

[Twine for Developers - Liz England](#)

[Learning Twine - Dan Cox](#)

## Fun Extra Reading

How Games Move Us - Katherine Isbister

Blood, Sweat & Pixels - Jason Schreier

The Game Narrative Toolbox - Tobias Heussner, Toiya Finley, Jennifer Hepler, Ann Lemay

[Game Jam Write Ups](#)