Social Casual (Participation): 260XP

- Create an introductory video (50XP).
- Submit 4 team project feedback forms (80XP).
- Course Evaluation (100XP).
- Awesomeness (30XP)

Boss Battle (Research Project) 450XP

- Research Topic 50XP
- Research Draft 100XP
- Research Paper 200XP
- Presentation 100XP

Real-Time Strategy (Chapter/Game Summary) 320XP

- Write a chapter summary each week in the blogs.
- Play games related to the chapter
- Discuss the chapters and games.
- Respond to chapter summaries.
Co-Op (Group Work: Assignments) 520XP

- 130XP- Create and present a GO based board game.
- 130XP-Create and present a concept for an early arcade game.
- 130XP-Create and present a concept for the ultimate game playing machine.
- 130XP-Create and present a concept for an (ARG) Alternate Reality Game.

Puzzles (Quizzes): 100 XP Extra Credit

- You must get 100% on all quizzes.
- Quizzes may be taken an unlimited number of times.
- All quizzes are open book and open note, however you may not work together.
Why this approach?

- Expectation of failure
- Arbitrary limitations to success
- Smart kids were not smarter
- Smart kids got better information

- Found dance
- Learned to work hard
- Learned to overcome challenges
- Learned to expect success
- Failure was necessary not something to avoid
Observing Art- Reveals you to yourself (Who are you)

Making Art- Reveals you to many forms of self (Who do you want to be)
Robbie Cooper Photos
With a game you observe and make
Resources

- The Multiplayer Classroom: Designing Coursework as a Game – Lee Sheldon
- Reality is Broken: Why Games Make Us Better and How They Can Change the World – Jane McGonigal
- 3D Game Lab
10,000 Hours

- Your first 10 games will be awful. So get them over quickly!
- Teach students to make their first 4 (games)

“It takes about ten years to make a mature dancer. The training is twofold. First comes the study and practice of the craft...Then comes the cultivation of the being from which whatever you have to say comes.”
- Martha Graham
Beginners do bad work

The arts grade on improvement, not mastery

Levels

- Earn XP and Level Up (Progress)
- Cultivate intrinsic motivation