

Game Design Worksheets



Below are the worksheets used at the 2015 TIG Conference Session on Collaborative Game Design. The worksheets were developed parallel to Dr. Hartevelt's [Triadic Game Design \(TGD\)](#) book to educate about TGD a model which incorporates reality, meaning, and play in game design. New Haven Legal Assistance partnered with NuLawLab and Dr. Hartevelt to create a game which could better prepare self-represented litigants for their day in court. The game which is currently under development will put litigants before a virtual judge to help demistify the courtroom and diminish anxiety for those who cannot afford legal assistance. For more about the workshop see LSNTAP's post about the TIG session [Serious Gaming As a Learning Tool](#).

Last updated on November 16, 2023.

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