

# Legal Services National Technology Assistance Project










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## 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. Hartevelde'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. Hartevelde 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 demystify 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.

-  [Criteria Worksheet](#)
  -  [Game Genres](#)
  -  [Meaning Examples and Explanations](#)
  -  [Meaning Worksheet](#)
  -  [Play Worksheet](#)
  -  [Reality Models](#)
  -  [Reality Worksheet](#)
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