Meaning Worksheet   Group:…..

Value

What value did you pick?
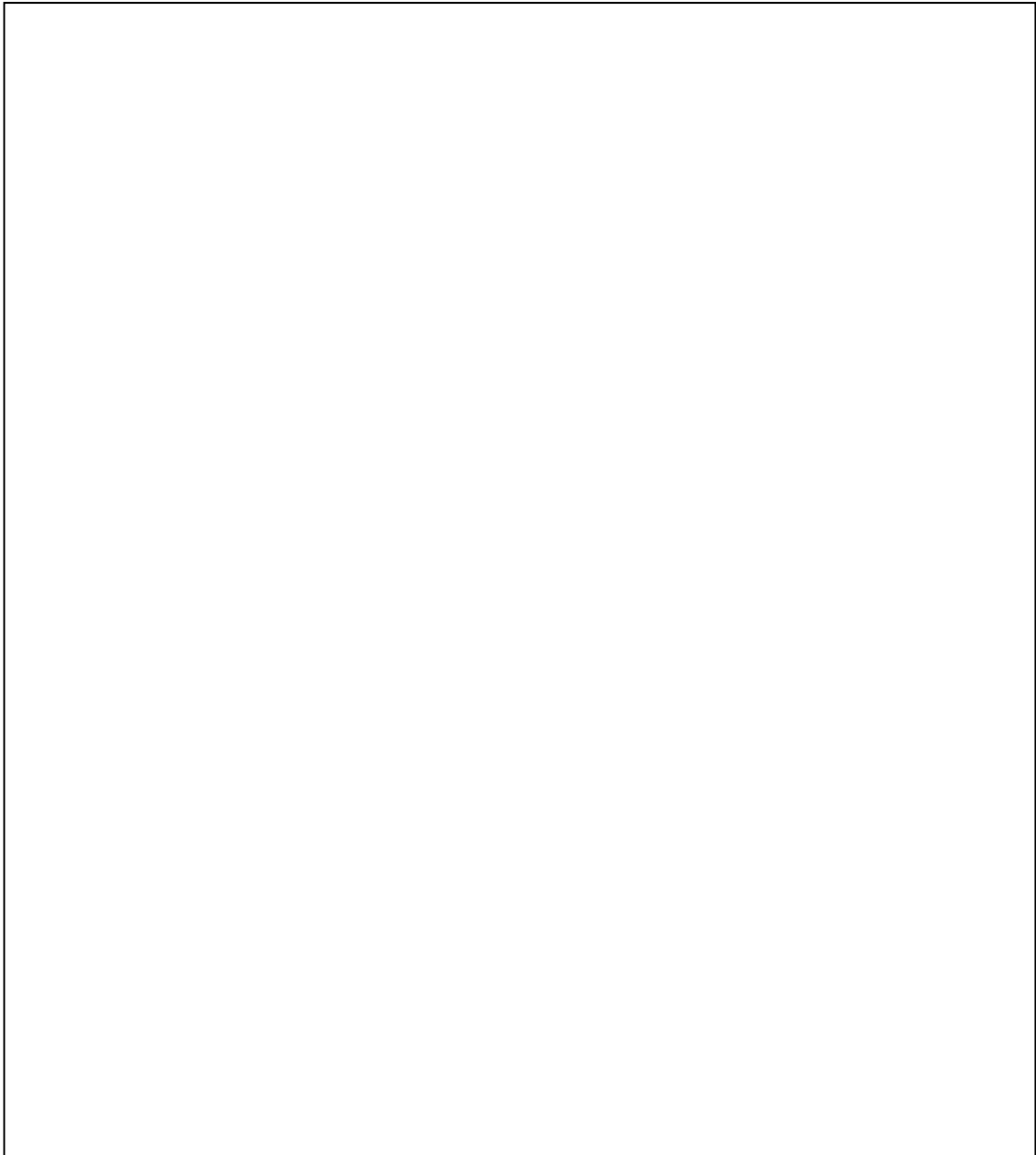

Purpose

This is the intention for designing a game. It needs to have some sort of function aside from entertaining players and this relates to the type of values that need to be derived from the experience. It helps to specify the (general) purpose into concrete, measurable objectives. Use the following questions to do this:

- What value(s) does the game need to bring forth beyond the context of the game itself?
- What is the purpose OF the game?
- What concrete, measurable objectives can be specified based on the purpose?

Strategy

For reaching the purpose, a plan of action needs to be thought of to achieve some value in the real world in the best way possible. Strategies can relate to existing games or other artifacts which embody some philosophy to create value ("we are going to do it like them") and/or to theories from one of the disciplines that are affiliated with Meaning.

- How can the purpose in the best way possible be achieved?
- What frameworks, theories, or other notions help in developing an approach to reach the purpose?

Operations

A strategy roughly outlines what needs to be done and how this is going to be done. For implementing the strategy, the plan needs to be translated to concrete mechanisms that achieve the value. These mechanisms are called "operations." An operation can emerge on the basis of the interaction of game elements or it is a fixed element that helps establish the value, such as making sure that a scenario is never completely the same. This increases the possibility to replay scenarios and this is beneficial for players to keep on practicing.

- How can the higher-level plan of action be translated to concrete operations? (top-down approach)
- What specific mechanisms can possibly establish the value(s) and in what way will this happen? (bottom-up approach)

Context

The use of a game takes place in a certain setting and this setting is influential for achieving the purpose. Additionally, the context can also be harnessed to derive even more value from playing the game. Therefore, in considering the context, we have to look into – amongst possibly other influential issues – the target group that is going to play the game as well as the deployment of the game.

- For whom is the game intended?
- Where, when, and how will the target group play the game?
- What other elements surrounding the game can be used to reach the purpose (e.g., website, books, or a field trip)?