Reality Worksheet   Group:…..

Domain

What domain did you pick?

Problem

The situation is in some state and we would like to move it into a desired state. An improvement is needed. Try to define the problem as precise as possible. Use the following questions:

- What is the problem to be dealt with?
- To what (other) domain(s) does this problem relate to?
- Why would a game be suitable for this problem?

Factors

Factors are "objects," people, organizations, artifacts, or phenomena, that play a role in the problem. A distinction should be made between *critical factors* and *environmental factors*. The critical factors are the most important factors, at least for the problem at hand and how it is defined. Environmental factors are those other factors, the ones that do influence the problem, but who are certainly not the focal point.

- Who or what is involved with the problem?
- What are the critical and what are the environmental factors?

Relationships

Factors are not isolated objects. They relate in certain ways to each other. In what way is what needs to be considered when "drawing relationships." Some factors are simply an input of the model that influence the factors inside the "imaginary box" – a box drawn around the critical and other relevant factors – and others concern an output. The latter is what the model produces. Try to draw a diagram to make the relationships clear.

- How do the factors relate to each other?
- What concerns an input, what is included in the "imaginary box," and what are the outputs?
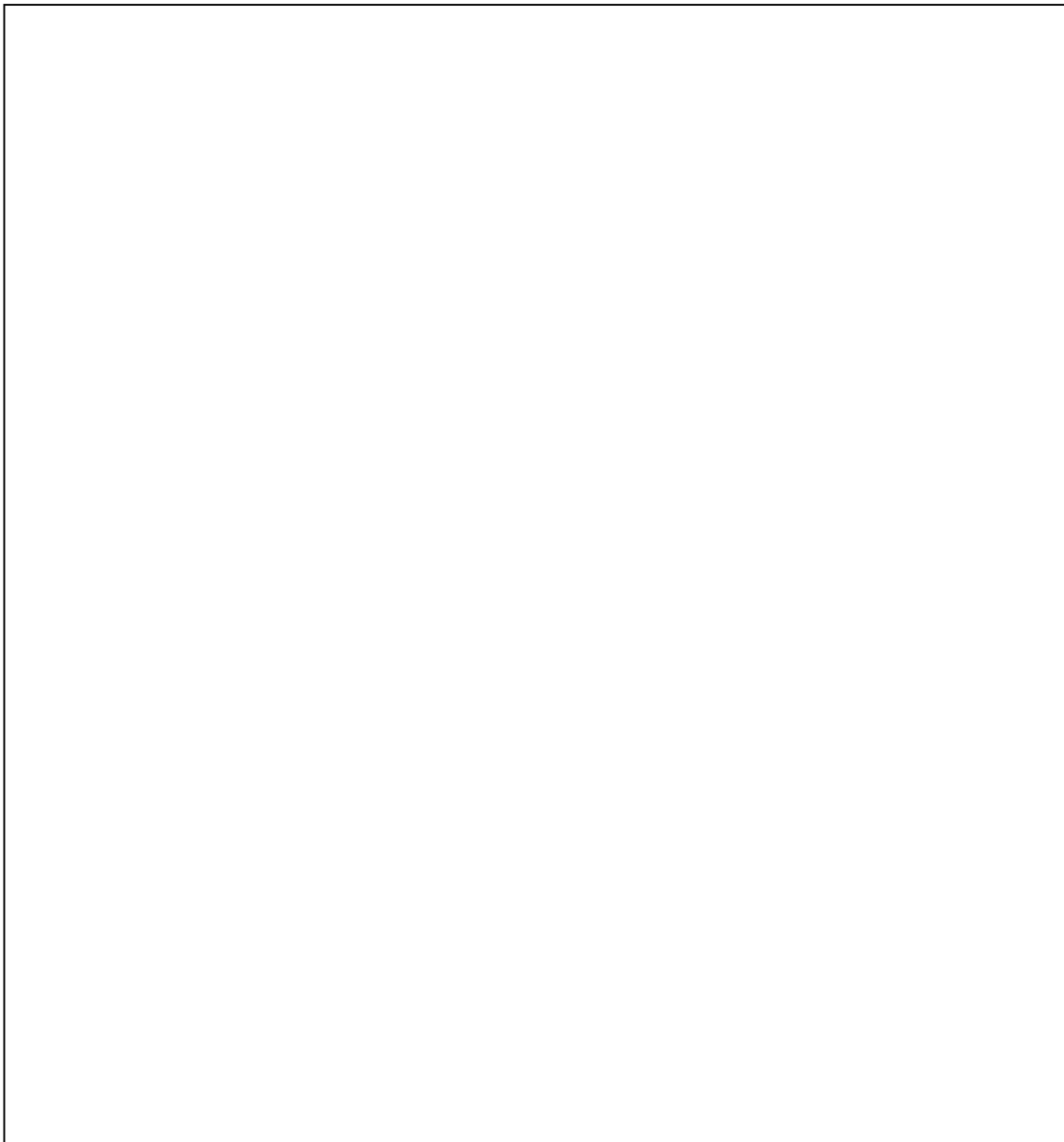
Process

A model, especially when implemented in a game environment, is not static. Relationships, and thus their factors, change over time. The way something changes from one state to another relates to the process. In considering this, it also helps to draw this in a diagram.

- How do the factors and relationships change over time?\
- What happens?
- When, how, and why does something happen?