

Homemade  
**PowerPoint**  
Games



*It's better because it's homemade!*

Lloyd Rieber & Gretchen Thomas  
The University of Georgia  
lriber@coe.uga.edu | gthomas@coe.uga.edu

<http://it.coe.uga.edu/wwild/pptgames/>

copyright 2004 Lloyd Rieber

---

---

---

---

---

---

---

---

## Learning by Designing

- If you want to learn something well, teach it!
- Teaching is but one form of designing
- Design activities take time!
- The challenge is to find design activities that students find authentic and compelling
- Our research shows that game design is an excellent strategy for students as young as fourth grade

---

---

---

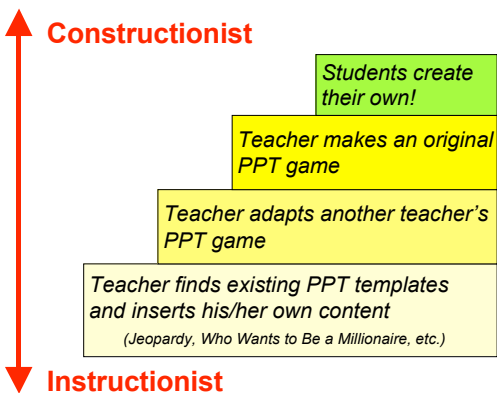
---

---

---

---

---



---

---

---

---

---

---

---

---

## Prepping students for a constructionist experience

1. Students play an existing PPT game
2. As a class project, students modify an existing PPT game
3. Students create their own PPT game in teams

---

---

---

---

---

---

---

---

## Structure of a PPT Game

- **Game Fantasy**
  - Where will the game take place?
  - Give your game a title.
  - Write a story for your game.
- **Game Objects**
  - What/who are the game characters and game objects?
- **Game Goal**
  - How does someone win the game?
  - Will anything special happen when someone wins or loses?
- **Game Rules**
  - What are the 2 or 3 most important rules of the game?
- **Game Directions**
  - The goal of the game is to...
  - To play the game you have to...
  - To win the game you have to...
- **Artwork**

---

---

---

---

---

---

---

---




---

---

---

---

---

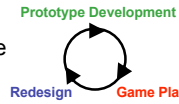
---

---

---

## KID DESIGNER Approach

1. Students start by writing stories that are...
  - Interesting
  - Creative
  - Involve putting school knowledge to use
2. Design teams form around the best stories
  - Identifying individual roles
3. Initial design
  - Must be educational
4. Design/development cycle
  - Academic standards
  - Social negotiation
5. Game day!



---

---

---

---

---

---

---

---

## Share the best class games on the...

**WWILD TEAM**

World Wide Interactive Learning Design Team

The WWILD Team

An Online Community of Teachers, Parents, Students, and Software Developers Promoting Experiential Learning

Join the WWILD Team to...

- Search the WWILD Team database for interactive software
- Submit web site addresses of excellent interactive software you have found on the Internet (or created) to the database
- Submit your own reviews of interactive software you find the database

Try to imagine the entire world as one big team dedicated to designing and evaluating the best interactive learning experiences for all people. Anyone can join the team -- teachers, parents, students, software developers, etc. -- anyone with a real interest in helping people learn through the power of interactivity. The WWILD Team web site tries to make this possible by letting everyone search and contribute to a database of links to interactive software on the Internet. This is

<http://it.coe.uga.edu/wwild/>

---

---

---

---

---

---

---

---