

Documentation and Presentation of Board Game

Each group is required to produce an educational board game. You must define the topic, learning goals, rules and the physical game. Your documentation must include

- Who the audience for your game is and why you chose this audience
- What you expect the audience to learn and how they will learn it
- How the game is played and why you chose this design
- Where you might use the game (i.e. the different learning contexts in which it could be situated)

Your presentation to the class will include an explanation of game play, your rationale for creating the game, and a short demo (with class member participation) of the game itself, followed by feedback from the class on your game.
