EAIE
Esports as Accelerator for Social Inclusive Education

LESSON
GAME DESIGN

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GAME DESIGN

Subject and level

The excercise can be adapted to any subject and level required.

Connection to curriculum

This exercise can be used in any subject and level, but I have used it in History B-levels in a course on The American Civil War

Didactic and pedagogic considerations

The exercise will allow the students to creatively interact with historical facts, persons and events, and through this, get a greater understanding of the topic.
It must be achieved using cooperation, communication, group work, knowledge from the course/curriculum and imagination. It will force the students to analyse and interpret historical events and create new perspectives on history.

Time estimate

3-4 hours

Group size

4-6

GAME DESIGN

Overall introduction to exercise

The object of the exercise was to give the students a better understanding of the mechanics of the US Civil War. They created a board game with two opponents: the North and the South, and used their historical knowledge to create factual presentations of each part: its land area, army and navy size, weapons technology, industry, economy, resources, population, diplomatic alliances, etc. The more detail was added to the game, the more realistic and complex it became.

After creating the game, the students played out a number of determined scenarios (based on actual battles, strategies and political decisions). The outcome of the game was never in doubt, but the mechanics of the game showed the reasons for the victory of the North and the defeat of the South more clearly to the students.

Exercise as presented to the students

No separate presentation needed.

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E-SPORT AS ACCELERATOR FOR SOCIAL INCLUSIVE EDUCATION

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