

**Unit 2: Videogame for VET design guide  
Evaluation sheet**

**Learning Outcome 1 -Developing a story board**

Work through the worksheet tasks as set out below to complete this section of the course.

**Task 1.**

***Make a storyline for a computer game under consideration of the civic heritage of the own region***

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**Task 2.**

***Decide on your specifics (for design purposes): location, period, time of day/year etc.***

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**Task 3.**

***Draw a virtual map about the world of the game***

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**Task 4.**

***Group discussion about the exercises’ conclusions.***

**Learning Outcome 2 – Character creation**

Work through the worksheet tasks as set out below to complete this section of the course.

**Task 1.**

***Create your RPG characters (hero, villains, NPCs)combine with the knowledge of civic heritage – personality, qualities, history, intention, point of motivation etc.***

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**Task 2.**

***Make sketches about your charchters***

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**Task 3.**

***Write the dialogues of the game (game vocabulary)***

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**Task 4.**

***Group discussion of the conclusions’ exercises***

**Learning Outcome 3- Define playability**

Work through the worksheet tasks as set out below to complete this section of the course.

**Task 1.**

***A, Make a list what a video game needs to be successful***

***B, How to adopt them to introduce the civic heritage***

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**Task 2.**

***Design the levels/stages/areas of the game***

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**Task 3.**

***Build in the game goals, challenges, rewards (Don’t forget educational environment and purposes!)***

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**Task 4.**

***Group discussion of the conclusions’ exercises***

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