Objective

By the end of this lesson, you will be able to analyze and interpret the elements of game design in relation to storytelling and narrative structure.

Materials and Prep

- Computer or tablet with internet access
- The Art of Game Design book by Jesse Schell (available online or in print)
- Notebook or paper
- Pen or pencil

Activities

1. Read a chapter from The Art of Game Design that focuses on storytelling and narrative in games.

   Take notes on the key concepts and examples mentioned in the chapter.

2. Choose a video game that you enjoy playing or have heard of.

   Analyze the game's narrative structure and identify the key storytelling elements it utilizes.

   Write a short paragraph explaining how these elements contribute to the overall game experience.

3. Create a storyboard for a game of your own design.

   Include key plot points, character development, and any other elements that you think are important for an engaging narrative.

   Use your creativity to come up with unique and interesting ideas.

4. Share your storyboard with a family member or friend.

   Discuss the storytelling aspects of your game design and gather feedback on its effectiveness.

   Consider any suggestions or improvements that are offered.

Tenth Grade Talking Points

- "Game design involves more than just gameplay mechanics. It also encompasses storytelling and narrative elements."
- "Understanding the elements of storytelling in games can help us appreciate the immersive experiences they offer."
- "Analyzing existing games allows us to learn from successful examples and incorporate effective storytelling techniques into our own designs."
- "Creating a storyboard helps us visualize and plan out the narrative structure of a game before diving into the actual development process."
- "Seeking feedback from others can provide valuable insights and help us refine our game design to make it more engaging and enjoyable."