

Learning Activity Checklist

Module 3: Game Play and Mechanics					
Due Dates: All assignments are due at the end of Module Three.					
See Class Discussions > Facilitator Forum for specific dates.					
Topics		Learning Activities		Points Poss.	
3-A	Learner Identity through Play	3-A-1	On Your Own & Message: RuneScape Quests	3	<input type="checkbox"/>
		3-A-2	Forum: Reflection on RuneScape	15	<input type="checkbox"/>
			Response to two classmates' posts.	5	<input type="checkbox"/>
3-B	Building Blocks of Game Design	3-B-1	On Your Own: Core Mechanics I	NA	<input type="checkbox"/>
		3-B-2	Small Group Forum: Core Mechanics II	30	<input type="checkbox"/>
3-C	Game Design as Literacy	3-C-1	Small Group Forum: Relating Game Components to the Game Experience	20	<input type="checkbox"/>
		3-C-2	Small Group Forum: The Feedback/Iteration Loop	20	<input type="checkbox"/>
		3-C-3	Forum: Analyzing the Feedback/Iteration Loop	15	<input type="checkbox"/>
3-D	Game-Based Lesson Plan: Part 2	3-D-1	Blog: New Game or Off the Shelf?	15	<input type="checkbox"/>
		3-D-2	Assignments: Small Group Self Assessment	15	<input type="checkbox"/>
Total Possible Points				138	