

V4T – E-Learning Course
Module 1 - Planning educational Videogames and APPs

Practical Activity 1

Title: Define the Objectives of a Game

Description:

The practical activity aims to challenge the learners with the task of defining the Objectives of a Game.

Provide the students with examples of common objectives in games such as:

- Capture
- Chase
- Race
- Alignment
- Forbidden Act
- Construction
- Exploration
- Solution

Ask them, working in groups of 2 to 4 individuals, to design a Game plan combining at least 3 of the mentioned objectives and defining them in details.

Links:

Video outlining [good games](#) goals

