

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

Practical Activity 2

Title: Applying the 4 Layers model

Description:

The practical activity aims to challenge the learners with the task of defining the 4 Layers of a possible Videogame.

Ensure that the learners master the concept by reviewing the contents of Chapter 1.4 Narrative design of this learning course.

The ask them, working in groups of 2 to 4 individuals, to define the 4 Layers of the Game.

Links:

Article on [Narrative Design](#)

