

Name: _____

Date: _____

GAMING FOR GOOD

DEFINE THE PURPOSE



GOAL: PICK AN ETHICAL ISSUE THAT MATTERS

What is the main problem or tough choice in your game?

Why is this issue important to you or your community?

CHOOSE AN SEL SKILL



GOAL: CONNECT YOUR GAME TO SOCIAL-EMOTIONAL LEARNING.

What SEL skill (like empathy, self-control, or decision-making) will players practice?

How will your game help players use that skill?

(continued below)

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BUILD THE STORY



GOAL: CREATE CHARACTERS AND CHOICES THAT FEEL REAL

Who are the main characters, and what are they struggling with?

What are two or more choices they could make — and what might happen next?

PLAN THE GAMEPLAY



GOAL: DECIDE HOW PLAYERS WILL PLAY AND MAKE CHOICES.

How will players show their decisions (cards, discussion, story path, etc.)?

How will the game reward or show good choices?

(continued below)

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ADD REFLECTION



GOAL: HELP PLAYERS THINK ABOUT WHAT THEY LEARNED.

What questions will help players talk about or write about their choices?

How can they connect the game to real life?

SHARE AND REFLECT



GOAL: PRESENT YOUR GAME AND YOUR LEARNING.

What do you want others to learn or feel after playing your game?

What did you learn about yourself and your values while designing it?