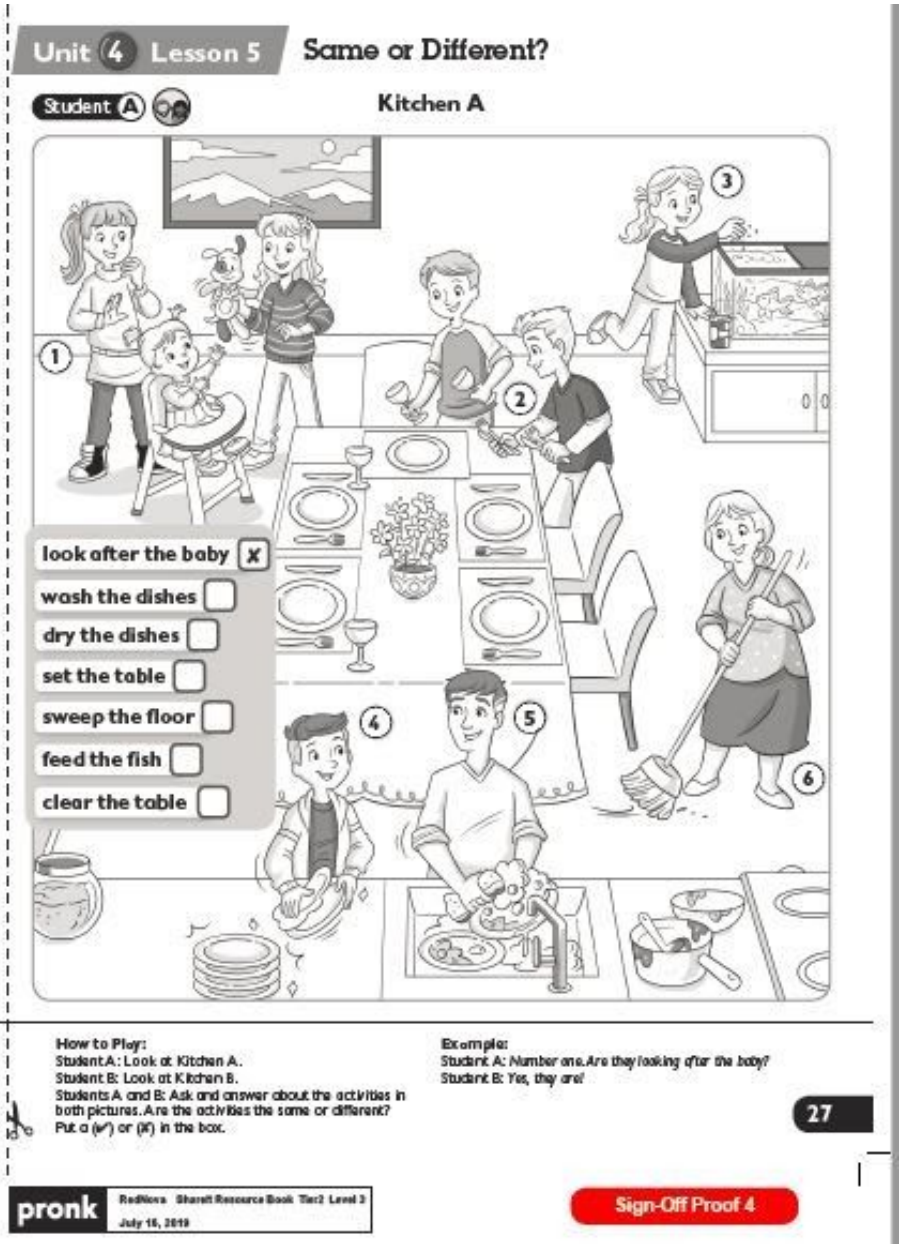
Learning Game Development

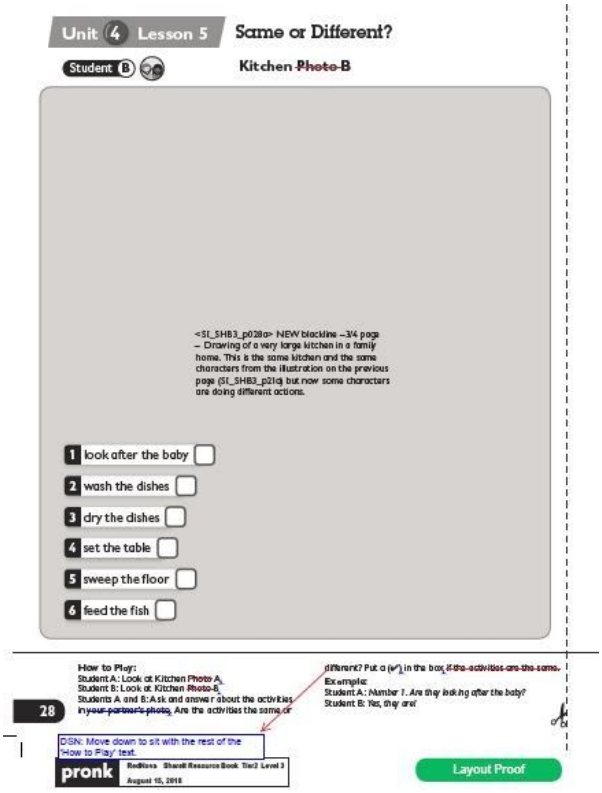
From 2017-2019, I worked to develop an 85-page book of original language learning games for Macmillan Education. I created an editorial style guide and tested all games to ensure they were clear and accessible for students and teachers in our markets. The game development process included:

- Wireframing with pen and paper
- Three rounds of manuscript development
- Multiple rounds of design sample development

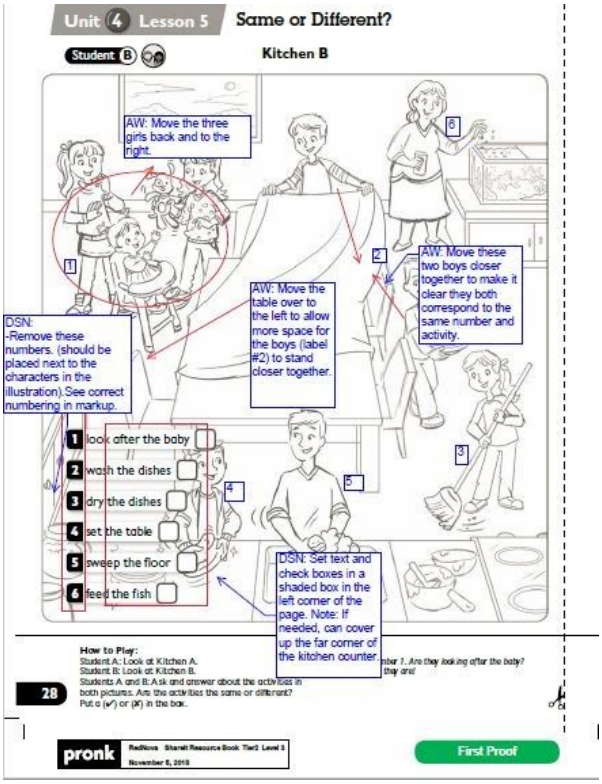
Learning Game, **Final Design Product**:



Draft 1_Design Sample



Draft 2_Design Sample



Draft 1_Manuscript

[Sharebook Pages X-X]

[Page X]

[on left] **Unit 4**
Lesson 2
~~Complete the chart.~~ What Are They Doing?

[Design: Page X has a full-page chart with artwork to be illustrated by the selected and agreed Sharebook artist. The pages will be cut out so should have a dotted line running from top to bottom close to the gutter (but not so close that it can't be cut along). A small scissors icon shows students where they should cut.

[heading] **Student A** [pair share icon]

[Design: Set a numbered chart as below. Each blank square/cell in the chart needs to be big enough to draw 2 stick figures in it.]

[Note: All children specified below are 10 years old. Each girl and boy need to look different.]

1 SI_SHB3_U4_L2_a: Head and shoulders of same boy in Chart B.]	[Design; Set all empty squares like this one big enough to draw 2 stick figures in.]
2 SI_SHB3_U4_L2_b: two girls doing homework]	
3 SI_SHB3_U4_L2_c: Head and shoulders of same girl in Chart B.]	
4 SI_SHB3_U4_L2_d: a girl and boy eating a snack of a cookie and glass of milk each]	
5 SI_SHB3_U4_L2_e: Head and shoulders of same boy in Chart B.]	
6 SI_SHB3_U4_L2_f: 2 boys and a girl playing hide and seek.]	
7 SI_SHB3_U4_L2_g: Head and shoulders of same girl in Chart B.]	

[Design: footer]
[Design: in left column]
How to play]
Student A: Cut out Page X.
Student B: Cut out ~~page~~ Page Y.
Student A: Ask about number 1 in your chart. ~~Ask Student B: Number 1. What's he doing?~~
Student B: Look at number 1. Answer.
Student A: Draw a ~~simple~~ picture of Student B's answer in your chart.
~~Student B:~~ Swap roles. ~~Take a turn./~~ Ask ~~a question.~~ about your chart.

[Design: in right column]
Example:
A: *Number 1. What's he doing?*
B: *He's taking a nap.*

[Design: set the folio in the bottom right of the page and add the scissor/cutting icon along the dotted line]
[Page X]

Learning Game, **Final Product**s:

Unit 1 Lesson 5 His or Hers?

Student B

Item Cards

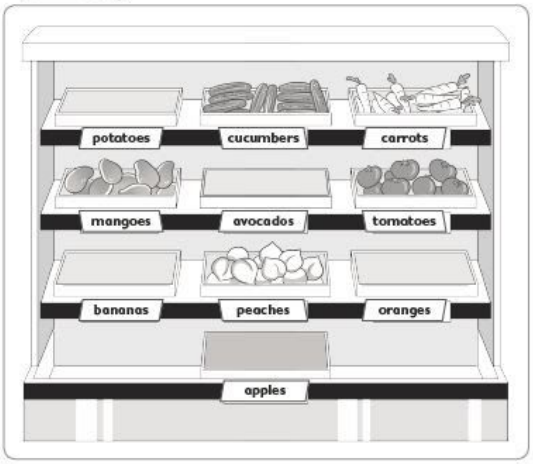
How to Play:
Student A: Put the People Cards face up in a row. Put the picture face up.
Student B: Put the Item Cards face down in a pile.
Students A and B: Look at the picture for 30 seconds. Then turn over the page.
Student A: Choose an Item Card. Ask your partner about the item.
Student B: Look at the People Cards. Point and answer.

Student A: Place the Item Card under the People Card that Student B chooses. Then change roles. Continue until all Item Cards are finished. Then look at the picture and check your answers.

Example:
Student A: *Number seven. Whose jacket is this?*
Student B: *It's his! Number two. Whose sandals are these?*
Student A: *They're hers!*

Unit 2 Lesson 2 At the Market!

Student B



In _____'s market, there aren't any ...
1 _____
2 _____
3 _____

How to Play:
Students A and B: Look at the picture of your market.
Students A and B: Take turns to ask and answer about the food in both markets.
Students A and B: Find and write three foods that your partner doesn't have.

Example:
Student A: *There are some potatoes in my market. Are there any potatoes in your market?*
Student B: *No, there aren't.*

Unit 5 Lesson 2 My Bus, Your Bus!

Student A Student B

How to Play:
Student A: Choose a card for each of the children on your bus. Place them on the picture.
Student B: Ask Student A where each child is going.
Student A: Answer.
Student B: When the boxes are filled, compare your buses. Are they the same? Then swap roles.

Example:
Student B: *Number six. Where's he going?*
Student A: *He's going to the swimming pool!*

Unit 6 Lesson 2 Guess the Job!

Student A Student B

Jobs Chart

Name	librarian	architect	construction worker	fisherman
Name	**writer**	**paramedic**	**musician**	**dancer**

How to Play:
Students A and B: Tear out your chart.
Student A: Choose one job to mime. Then all Student As stand up.
Student B: Ask any Student A *What do you want to be?*
Student A: Answer *I want to be a* ____ and mime the job.
Student B: Guess the job. Write the student's name and a (✓). Then find another Student A and ask again.

Students A and B: Continue until Student Bs finish their chart. Then change roles.

Example:
Student B: *What do you want to be?*
Student A: *I want to be a* [mimes dancing].
Student B: *A dancer?*
Student A: *Yes!*

My Sharebook Game Log

Sharebook 3		Game	Date	Players
1	Lesson 2	Guess Shawn's Family!		
	Lesson 5	His or Hers?		
2	Lesson 2	At the Market!		
	Lesson 5	Concentration		
3	Lesson 2	What's the Weather Like?		
	Lesson 5	What Are You Doing?		
4	Lesson 2	What's She Doing?		
	Lesson 5	Same or Different?		
5	Lesson 2	My Bus, Your Bus!		
	Lesson 5	Around Town		
6	Lesson 2	Guess the Job!		
	Lesson 5	Where Does He Work?		
7	Lesson 2	Where Were They?		
	Lesson 5	Wally's Week!		
8	Lesson 2	Do You Remember?		
	Lesson 5	Where Did They Go?		

I can play games in English!