

## VINT Project

### Online Game & Demonstration

#### *Description*

Work with a partner to design and create an online game (accompanied by written rules) that teaches the players something about Canada. You and your partner will be assessed on the quality of the game and its virtual materials; and your individual participation will be assessed during a brief demonstration of your game.

#### *Project Information*

In this project, you and your partner will design and create an online game centred around Canadian culture or a recognizable Canadian theme. The online game can imitate conceptual elements from existing games but shouldn't be a direct copy. It should strive to be interesting and unique in terms of the game action and the rules; the only necessary or required elements are that it draw on Canadian culture or Canadian content for its theme and offer multiple ways to practice English. Canadian culture or Canadian content could include: food culture; sports culture; multiculturalism; history; geography; political or social philosophies; consumer goods; homes; arts and entertainment; celebrity culture; or another Canadian theme that you and your partner are interested in exploring. Once all pairs have completed their games (including rules), pairs will be assessed based on the quality of their game concept and materials, rules and language contributions implicit in each of these. Individual pairs will be assessed on their language performance during a demonstration of the game action.

#### *Online Game Criteria*

- Must be an online (virtual game)—may involve smartphones/Internet/documents that are shared
- Must be based on a Canadian theme
- May imitate aspects of existing games but show unique elements as well
- Must require players to read or listen and respond to written or spoken English
- Must require players to speak English
- Must include a set of rules
- Must have a name that relates to its Canadian theme

### *Instructions*

1. With your partner brainstorm what type of Canadian content you're interested in exploring.
  - Brainstorm the design of your game. Ask yourselves these questions:
  - What will the object of the game be? How can a player win?
  - Might the use of smartphones be needed by the players?
  - In what way will players progress through the game?
  - Will players need to read or type something when it's their turn? (see criteria above)
  - Will players need to speak/perform an action when it's their turn? (see criteria above)
  - Will strategy be important in the game? Or will luck be the main factor?
2. Submit your game proposal by way of interview with your teacher. Your teacher will give their approval after reviewing your proposal.

3. Research the Canadian content of your game. Decide what and how much information needs to be researched. Decide who and how you will gather this information.
4. Next, design the visual materials that need to be created. This can be done on a piece of paper or with appropriate software on a computer and ultimately shared electronically with players online. Try to be detailed and precise in your materials design.
5. You should think about any extra materials that are needed, such as cards or other objects that can be shared online. Conceivably you may ask that participants share objects or other materials online.
6. After all your game materials are completed, begin work on a short rules sheet. Your teacher will guide you with various templates you can use to express your game rules.
7. Finally test out your online game by playing and determining any changes that are necessary. Remember to make sure the above *Online Game Criteria* are present in the rules and/or implied in the action of the game.
8. Demonstrate your game. For the demonstration, volunteers from the class will be asked to participate as players. You and your partner will facilitate a sample of the game action. You will go over the instructions again and help participants with any questions they might have while they play.
9. Your teacher will evaluate your individual participation and use of English while you facilitate the game demonstration.