

MG_P 1: Game selection before the workshop

To prepare for the workshop, you make a pre-selection of different games that can be played on a tablet during the workshop.

Games are to be provided for the different learning requirements of the learners. Both understatement and overstrain should be avoided when dealing with the tablet.

In addition, for each requirement level several different games have to be prepared in order to take into account the different interests of the learners.

The following guide and the following document should help you with the game selection.

MG_P 1a: Guide to game selection before the workshop

Read the guide and do the game selection as described.

1. Only select games that are technically suitable for the tablet you are using.
2. Only select games that can be played for free.
3. Select only those games that you can handle yourself well. → All games should be tried out in advance by yourself.
4. The individual rounds should not be too long. A game round should be feasible in a maximum of 15 minutes.
5. The rules of the game should not be too complicated and quickly explainable to your target group.
6. Setting options should be feasible for each game.
7. Avoid games that require particularly quick action to avoid overstraining learners.
8. Read the descriptions of document MG_P 1b. The column headings describe game selection criteria for different learning prerequisites.
9. For each column, select several games from different genres that meet the criteria described. Learners should be able to choose a game that suits their own interests. Not all genres have to be represented. Important would be a selection of at least three different games in each column. The following list gives suggestions for possible genres: puzzle games, card games, strategy games, sports games, adventure games, knowledge games, ...
10. When selecting games, make sure that the games in columns A and B contain sufficient representatives that may be familiar to real-life learners (for example, Puzzle, Uno, Sudoku). Enter your game selection including a short description in the respective columns.
11. Enter your game selection including a short description in the respective columns.
12. Install the games on the tablet.

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MG_P 1b: Game selection

A: The game exists in the real world and the operation of the game corresponds to reality (for example, puzzle: the puzzle pieces are put together).	B: The game exists in the real world. The conditions of the game do not correspond to reality (z.B. Sudoku: the numbers are not written to the cells, but selected by clicking).	C: The game exists in the real world
Game 1: Short description:	Game 1: Short description:	Game 1: Short description:
Game 2: Short description:	Game 2: Short description:	Game 2: Short description:
Game 3: Short description:	Game 3: Short description:	Game 3: Short description:
Game 4: Short description:	Game 4: Short description:	Game 4: Short description:

