

MG 2: Game selection in the workshop

After you have determined the learning requirements for each participant as described in MG 1, the game selection must now be performed. The aim is that each participant selects a game that matches their own interests but also their own learning requirements.

MG 2a: Game selection guide in the workshop

Carry out all steps of the guide with the individual participants in the order described before you proceed to MG 3:

1. Give each participant a copy of the document "MG_P1b: Game Selection" with the games you pre-selected and their short descriptions.
2. The column previously identified in "MG 1c: Determination of learning prerequisites" corresponds to that column which is also to be used in the document "MG_P1b: Game selection".
3. Ask each participant to read the game descriptions in the selected column.
4. Each participant should now choose a game according to their interests.
5. Give enough time to decide the game selection.
6. Go to MG 2b and note the identified column and game for each participant.

MG 2: Game selection in the workshop

MG 2b: Documentation Game Selection and History

Participants _____

Identified column (MG 1c): _____

Selected game: _____

Notes on the gameplay: