## Game Design Worksheet

Step		
	Select Learning Goals	
2.	Existing methods (what works or doesn't)	
3.	Background information needed and how to provide?	
4.	Set Learning Tasks (Sequencing, progression)	
5.	How to give Feedback on learning tasks	
6.	Game models	
7.	Game Development—art, components	
8.	Evaluation strategy	
9.	Revisions needed	