

5-Minute Game Lesson Plan Workshop

ping summer institute / summer 2019 / ohio university / chang

For this workshop, working individually (or in pairs), play through a few of the following 5-minute games (look them up, play at random, pick what sparks your interest):

- Brawlin' Sailor (2013): <https://www.kongregate.com/games/molkman/brawlin-sailor>
- Coming Out Simulator (Nicky Case, 2014): <https://ncase.me/cos/>
- Depression Quest (2014): <http://www.depressionquest.com/>
- Dys4ia (Anna Anthropy, 2012): <https://jayisgames.com/games/dys4ia/>
- Every Day the Same Dream (Molleindustria, 2009): <http://www.molleindustria.org/everydaythesamedream/everydaythesamedream.html>
- Gray (2009): <https://www.kongregate.com/games/intuition/gray>
- Hair, Nah (Momo Pixel, 2017): <http://hairnah.com/>
- I Wish I Were the Moon (2008): <https://www.kongregate.com/games/danielben/i-wish-i-were-the-moon>
- The Journey Home (2016): https://www.kongregate.com/games/Raius_/the-journey-home
- Loved (Ocias, 2008): <https://www.kongregate.com/games/alexanderocias/loved>
- The Majesty of Colors (Avery-Weir, 2008): <https://www.kongregate.com/games/gregoryweir/the-majesty-of-colors>
- We Become What We Behold (2016): <https://www.kongregate.com/games/nutcasenightmare/we-become-what-we-behold>

For this workshop, select one of the games that you played (preferably each person or group picks a unique game) to include in a short lesson plan:

- Play your selected game more than once. As you play, brainstorm how you might use the game in a class? What does the game make you think about? What ideas, issues, terms, theories, connections, stories does the game raise for you? If you had to pair the game with a text or a lesson, what would that be?

- Drawing on your own experience, knowledge, and expertise, generate a short 5-10 lesson plan or assignment incorporating the game. You might adapt an existing lesson, lecture, activity, or assignment.

- You will then “microteach” the game and lesson to the rest of the group. Be prepared to discuss the strengths, benefits, and possibilities of integrating the game. Moreover, be prepared to discuss the limitations, concerns, and weaknesses of using the game in your teaching.