

GameQuest

Creating an Educational Game Program for Higher Education

GameQuest is a university program-building challenge. Players collaborate to construct a campus Simulations & Games program by choosing strategies and assets amid trials and obstacles.

What you need to play

- Program Asset Card Deck
- Road of Trials Card Deck
- Flat surface to play on

Object of the Game

The object of the game is for the team to assemble and maintain a shared hand of at least one program asset card of each color. (Yellow: Faculty; Blue: Staff; Red: Community; Green: Funding; Gray: Strategy)

Setting up the Game

Work in teams of three. Shuffle the Program Asset deck. Each team member draws 5 cards from the Program Asset Card Deck.

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(Front)

Gameplay

Each team member contributes 2 cards, face up, to a shared group hand (collaborate in your group to discuss strategy for choosing these cards to build your games program).

- The team draws a card from the Road of Trials deck.
- Follow instructions given in the "Effect on your Project" section, unless your group hand shows cards listed in the "Blocked By" section
- Draw another Road of Trials card. Follow instructions.
- Recovery. Each team member draws 2 more cards from the Program Asset Card Deck. Each team member contributes 1 to the shared group hand in center (collaborate in your group to discuss strategy).
- Draw a Road of Trials card. Follow instructions.
- Draw another Road of Trials card. Follow instructions
- Recovery. Each team member draws 2 more cards from the Program Asset Card Deck. Each team member contributes 1 to the shared group hand in center (collaborate in your group to discuss strategy).
- Draw a Road of Trials card. Follow instructions.
- Draw another Road of Trials card. Follow instructions

Reflection

Review your group hand. Does your group hand have at least one of each color card in your game program? What makes a successful program?

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