

Road of Trials

What happened:

Project Stalls: Development process is much more complicated than expected.

Effect on your project

Lose 1 of each of the following cards: **Staff, Faculty, and Funding**

Blocked by:

No penalty applies if you have Checkpoints & Milestones.

Road of Trials

What happened:

Bad News: Instructional designers are poor educational game designers (and don't know it)

Effect on your project

Lose 1 **Community** and 1 **Funding** cards

Blocked by:

No penalty if you have a **Games and Sims Research Lab** where the staff can learn what makes an effective game or simulation.

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What happened:

Negative Press: The local paper questions the use of simulations and games as learning tools.

Effect on your project

Lose 1 **Community** and 1 **Funding** card

Blocked by:

No penalty if you possess an **Established Research Group, Letter to the Chancellor, Communications Plan** or **Research on Games and Learning**.

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What happened:

Internal Tension: Team members begin to feel adrift and lacking direction.

Effect on your project

Lose 2 **Community** and 1 **Faculty** cards.

Blocked by:

No penalty if you have a **Faculty Advisory Group** or **Defined Development Process** to help guide the project.

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What happened:

Bad News: Your Project timeline is taking longer than anticipated

Effect on your project

Lose 2 **Funding** cards and 1 **Community** card.

Blocked by:

Avoid this penalty if you have a **Defined Development Process** or **Milestones & Checkpoints**.

Road of Trials

What happened:

Bad News: Some of the projects are poorly designed and do not enhance the learning process.

Effect on your project

Lose 1 **Faculty** and 1 **Community** card.

Blocked by:

Avoid through the implementation of Usability Testing.

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<p>What happened: Project Stalls: Poor management leads to a production bottleneck.</p>	<p>What happened: Brain Drain: Influential and well-known faculty member accepts a position at another University</p>	<p>What happened: Internal Tension: Faculty are dissatisfied with their role and unsure of place on team.</p>
<p>Effect on your project Lose 1 Staff (due to feelings of being overwhelmed), 1 Faculty and 1 Community cards.</p>	<p>Effect on your project Lose your Influential Faculty Member (if you have one).</p>	<p>Effect on your project Lose half your Faculty cards.</p>
<p>Blocked by: No penalty if you have a Defined Development Process, Additional Programmer or Campus Staff Network.</p>	<p>Blocked by: No penalty if you have an Established Research Group in place.</p>	<p>Blocked by: No penalty if you have a Defined Development Process or Orientations for Faculty.</p>

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<p>What happened: Unexpected Windfall: Community excitement has spread to the upper management</p>	<p>What happened: Project stalls: Project team members begin to question whether gaming is the right approach.</p>	<p>What happened: Projects are going well: Faculty are excited and happy</p>
<p>Effect on your project Draw two cards from the Program Deck.</p>	<p>Effect on your project Lose 1 Funding and 1 Community card.</p>	<p>Effect on your project Draw one card from the Program Deck.</p>
<p>Blocked by: N/A</p>	<p>Blocked by: No penalty if you possess an Established Research Group.</p>	<p>Blocked by: N/A</p>

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<p>What happened: Brain Drain: Staff members are called away to work on a higher-priority project</p>	<p>What happened: Brain Drain: A developer is needed for an external project and is reassigned.</p>	<p>What happened: Project Stalls: Faculty lose interest in the Simulations and Games community</p>
<p>Effect on your project Lose 2 Staff cards.</p>	<p>Effect on your project Lose 1 Staff card.</p>	<p>Effect on your project Lose 1 Faculty and 1 Community cards.</p>
<p>Blocked by: No penalty if you have a Campus Staff Network in place to help distribute the workload.</p>	<p>Blocked by: No penalty if you have an Additional Programmer or Campus Staff Network card</p>	<p>Blocked by: No penalty if you hold Orientations for Faculty or Community Events.</p>

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<p>What happened: Brain Drain: Some of the team members just can't seem to get excited about games and drop out of the development process.</p>	<p>What happened: Funding Dries Up: One of your games and simulations research faculty members leaves, taking funding with them.</p>	<p>What happened: Brain Drain: Your influential faculty member is recruited away by another University.</p>
<p>Effect on your project Lose 1 Staff and 2 Faculty cards.</p>	<p>Effect on your project Lose 1 Faculty and 1 Funding card.</p>	<p>Effect on your project Lose your Most Influential Faculty Member card (if you have one).</p>
<p>Blocked by: No penalty if you have a Games and Sims Research Lab.</p>	<p>Blocked by: No penalty if you have an Established Research Group.</p>	<p>Blocked by: No penalty if you have an Established Research Group</p>

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What happened:

Brain Drain: One of your staff members is getting married and moving away.

Effect on your project

Lose 1 **Staff** card.

Blocked by:

No penalty if you have a **Campus Staff Network** or **Outside Programmers** (and don't forget to send flowers).

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What happened:

Project Stalls: The gaming community begins to dissolve.

Effect on your project

Lose 2 **Community** cards

Blocked by:

No penalty if you hold a **Brown Bags, Lunches and Gatherings** or **Community Events** card.

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What happened:

Brain Drain: The external **Consultants** you hired lure your lead designer away.

Effect on your project

Lose 1 **Staff** as well as the **Consultants** card.

Blocked by:

Has no impact if you did not hire **Game Developers** or **Outside Programmers**

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What happened:

Brain Drain: A team member leaves to start his or her own business.

Effect on your project

Lose 1 **Staff** card.

Blocked by:

No penalty if you have a **Campus Staff Network**, **Outside Programmers** or **Additional Programmer**.

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What happened:

Brain Drain: One of your staff members leaves to attend an out of state graduate program focused on educational games.

Effect on your project

Lose 1 **Staff** card.

Blocked by:

No penalty if you have an **Established Research Group** or an **Influential Faculty Member**.

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What happened:

Bad News: Campus Community criticizes the instructional technology department for "playing games".

Effect on your project

Lose 3 **Funding** cards.

Blocked by:

No penalty if you have a **Faculty Advisory Group**, **Research on Games and Learning**, **Climate of Innovation** or **Community Events**.