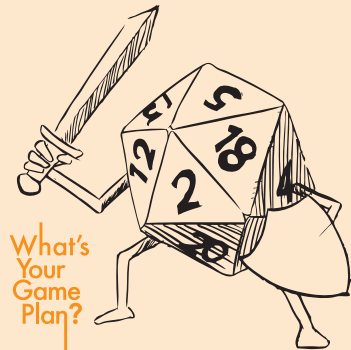


WHAT'S YOUR GAME PLAN?

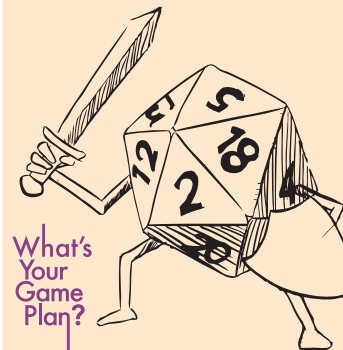
A GAME FOR GROWING IDEAS INTO GAMES

BY PROF. JOE BISZ (© 2012)

LESSON



GAME



For innovative Educators,
Presenters,
Training Managers, or
Game Designers

MECHANIC



ACTION



Digital
Demo
Version

LESSON



What's
Your
Game
Plan?





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Taking Notes

GAME



What's
Your
Game
Plan?





What's Your Game Plan?

Trivial Pursuit

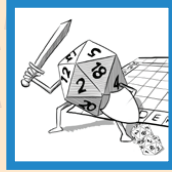
Answer one of each category of question to win. Skillfully choose questions you're good at to move again.



MECHANIC



What's
Your
Game
Plan?



Movement/Sport

The classroom, chalkboard, or piece of paper can simulate some aspect of a sport (passing, blocking, scoring, difficult shot).



ACTION



What's
Your
Game
Plan?

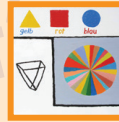




Investigating

Moving around a room to collect or search for information from clues, installations, or people.





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Taking Notes



Trivial Pursuit

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Now it's
Your Turn!



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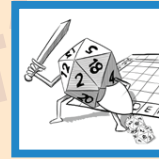
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??



Now it's
Your Turn!



Now it's
Your Turn!



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Taking Notes



GAME



Blackjack ("21")

Beat the dealer by collecting cards of different values. Can you bet better by remembering what's been played before?



MECHANIC



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ACTION



Investigating

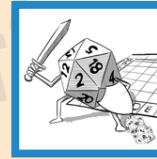
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Your Turn!



JOE BISZ
(WYGP? DESIGNER)

VISIT Joebisz.com
for Educational Resources:



*Purchase the **game!**
(\$20)

*Find recommended
readings and
board & card games



*Invite Joe to
speak or consult
(for professional development
workshops/conferences, or
team-building)
Fun time assured!



Alternate Draw...

LESSON



GAME

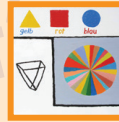


MECHANIC



ACTION





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Problem-Solving



Scrabble

Race through your vocabulary
and play letter tiles against
a changing crossword that
modifies your score.



Roleplay/Debate

For truths that are best
left subjective.



Co-designing

The players making their own
cards, information, or scenarios
for a game.



Now it's
Your Turn!



LESSON



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Problem-Solving



GAME

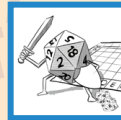


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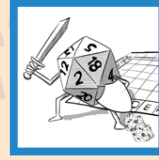
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Now it's
Your Turn!



Now it's
Your Turn!



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Problem-Solving



GAME



Checkers

Block pieces, trap opponent so
he must attack you, make kings.



MECHANIC



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Co-designing

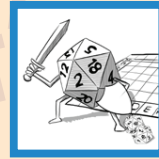
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What's Your Game Plan?

The Digital Demo Version - RULES

If you're missing your rules file, get it here:

- [What's Your Game Plan? - The Digital Demo Version - RULES.pdf](#)

If the above link fails, go to <http://www.joebisz.com/whatsyourgameplan/>

