ENGR 102 - Freshman Academy
Fall 2013 (Leana Golubchik)

Games Project
Project Goals

• Design a game, ideally aimed at an educational goal
• This can be a video game, board game, etc.
Teams

• Project is done in groups of 4-5 students
• Each student must have a clear role (or multiple ones) on the team
• The group is evaluated as a team (not individually)
• We will divide students into teams
• Once teams are formed, they are final
Deliverables

• Project proposals
  - Brief (10 min each) presentations of proposals and team member roles (on 10/22/13; 10/23/13)

• Final project presentations
  - Before Thanksgiving holiday (11/26/13; 11/20/13)
  - Game convention (allow others to play your game); popular vote and judges
Questions?