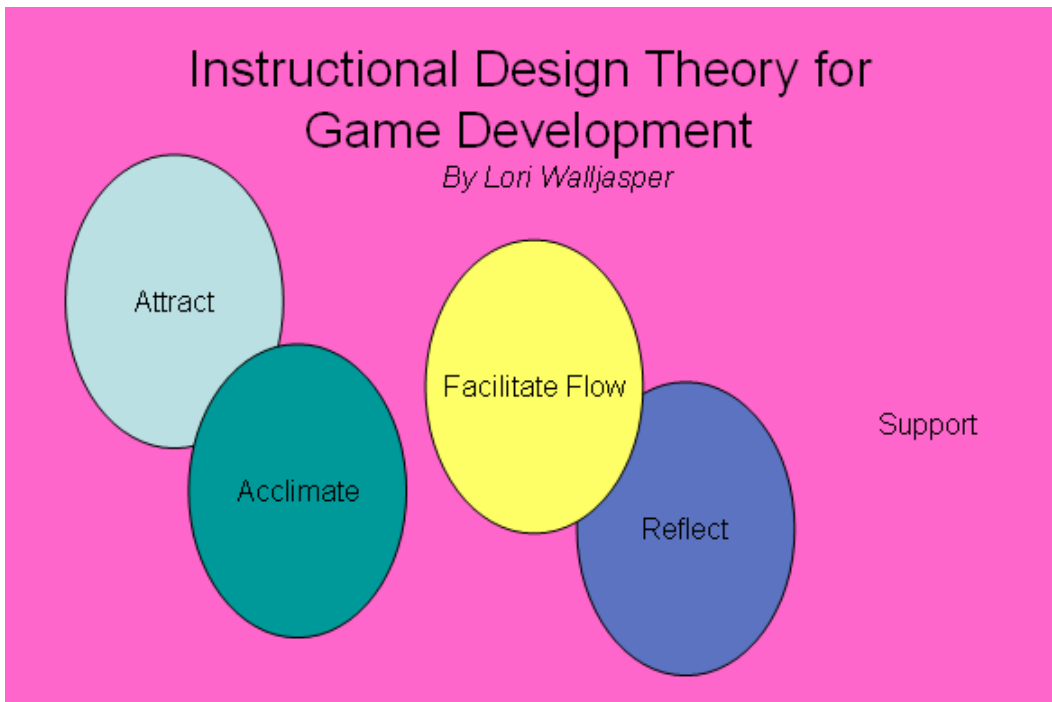


# Instructional Design Theory for Game Development

By Lori Walljasper



**Attract** – Gagne refers to this as “Gain Attention.” I think this step involves creating that “movie-quality” trailer, posters, etc. This could be done on a smaller scale for an instructional game that has a more specialized niche.

**Acclimate** – Learners/players need to be acclimated to the game. They might already have the “basic game literacy” skills, but they would need to come up-to-speed on the game story line. Part of this could be done in the **Attract** stage which is why these are overlapping.

**Facilitate Flow** – The sign of a great game is one that puts the learner/player in the “flow” state. Designing for the flow state must include: challenge without frustration, the accommodation of different learning/playing styles (in terms of characters and what roles they play), offering hints or referring to the support network, constant feedback, journey through play levels. Because this is such an important point in game design (and is what keeps learners engaged in learning/playing) it is at the central location of the model.

**Reflect** – Allow the learner/player to reflect on actions taken in order to make better game decisions in the future. This could also be encouraged through game-directed use of contributing to the support network.

**Support** – An extensive support network needs to be established. This could be done using a blog, wiki, forum, comprehensive web site, etc. This is such an important part of the game development community, that it encompasses all stages of the theory so it is shown in the background.