



Erasmus+



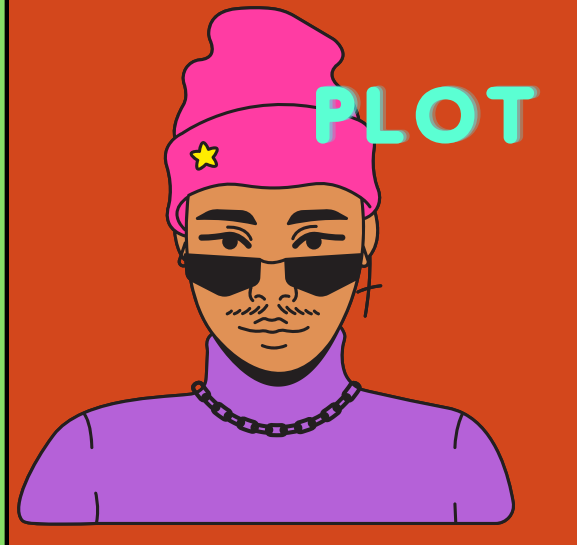
CRASH COURSE

GAME DESIGN

OCTOBER 28-29- 2023

11:00 - 16:00 CET
AGENDA

You're Invited!



TRAINING CONTENT

GAME ON

CHALLENGES



GAME PLAY



ANTAGONIST



RESOURCES

28 WORKSHOP HOURS 11:00 - 16:00 CET

1. Develop the service digital storytelling concept (point of view, dramatic question, emotional content, economy, pacing,) of the service.

2. Define the hero's journey (implementing the 12 steps, call for adventure, refuse of the call, crossing the threshold.)

29 WORKSHOP HOURS 11:00 - 16:00 CET

3. Define the game play over social media networks (rules, reward, clues, levels, scenarios)

4. Define the game mechanics all resources you need to do the services.

5. Develop the Pitch Game.