

<b>TITLE OF THE SCENARIO</b>	<b>Game Guru (*)</b>	
<b>Keywords</b>	Videogame industry, business, game development, studio, adventure game	
<b>Who do I want to teach?</b>		
<b>Age range and grade of the learners</b>	Students of a Master's degree in Video game development. (Students that already hold a Degree in Computer science or similar - over 18 years old)	
<b>Special characteristics of learners</b>	None	
<b>The learning emphasis?</b>		
<b>Learning subject /field / skills or dimension</b>	The inner workings of the video game industry.	
<b>Specific Goals</b>	<p><i>GameGuru</i> tries to provide an interesting insight into the video game industry for students that plan to start a career as professional game developers. With this game students will acquire the next knowledge:</p> <ul style="list-style-type: none"> <li>- Basic understanding of the organization of a video game development studio (roles of people involved in the studio, common problems related to the communication between staff with different backgrounds and skill set, etc.)</li> <li>- Basic understanding of the process for developing a video game (stages, common related problems, etc.)</li> </ul>	
<b>The teaching emphasis?</b>	<b>Rate 0-5</b>	
<b>Learning metaphor</b> that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show to the learners how to do things related to this subject / content, i.e. I will be a model for them)	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide the necessary artifacts for the learners to find out / discover a specific concept / knowledge on their own. I will organize guiding activities and provide tips)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
	Participation (I will organize sessions in which learners can discuss, share and / or collaborate for learning a specific subject / content and I will facilitate the interaction between them)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practise, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the game plot</b>	Game Guru is a third person adventure game that explores the inner workings of the video game industry in a humoristic and satiric way. In this game the player adopts the role of <i>Mario</i>

*Leal*, a young lad whose dream is to work as a professional game developer. The game starts with a dream of great video game: *Space Pigs*, where an interstellar battle pig finds its true vocation: a passionate love for plants & gardening. This is Mario Leal's idea for the next top hit video game. But to see his dream come true, he will need to pass through a really challenging path.

One day, Mario Leal receives a call from his friend Alex who works for a professional game development studio. They have a problem with their current top-secret project and request his help. Without hesitating, he arrives in the office and solves the problem.



After committing such a heroic deed, the boss gives him a job in the studio. His actual position in the company will depend on his actual performance in a short test that he has to complete. After two years of hard work he becomes a successful professional, admired by all the personnel of the office, and Alex sees himself adopting a lessened role in the office. That leads him to leave the studio under pretext of founding his own spin-off.

Ten years after that, Mario achieves his goal of launching the *Space Pigs* game. But, for some reason, it turns to be that someone is boycotting the production and the release is about to fail. Finally Mario discovers that Alex is behind the plot, but at the very end he solves the match ball and they become friends again.



			
	<b>Goals</b>	To progress in the video game industry.	
	<b>Rules</b>	Typical rules from adventure games.	
	<b>Challenge</b>	Solve puzzles to gain respect and admiration and therefore be promoted.	
	<b>Satisfaciton system /feedback cycle</b>	Personal sense of achievement as the player's avatar makes a name for himself.	
	<b>Learning settings</b>	<b>Estimated time</b>	
<b>narrative description of learning activities</b> – step by step organization and structuring	Students play the game at home	At home	Undefined
	Debriefing session in the classroom where peers and teacher discuss the idiosyncrasy of the video game industry.	In the classroom	2 hours
			1 session + undefined game play
<b>How will I evaluate students?</b>			
<b>Evaluation approach</b>	Debriefing in classroom		
<b>What will learners need in order to achieve learning objectives?</b>			
<b>Prerequisite</b>	None		
<b>Setting and materials</b>	A computer (at home)		
<b>What is needed to implement the scenario?</b>			
<b>Application involved</b>	Mandatory	<e-Adventure>, the game guru video game	
	Optional		

<b>Infrastructure / equipment</b>	Mandatory	
	Optional	
<b>Learning resource type</b>	Adventure game (interactive)	
<b>Time / space resources</b>	None	
<b>Other things to consider</b>		
<p><b>(*) The development of this game started in 2008. A teacher of the master's degree in Video game development of the UCM, along with several students of the degree in computer science were instructed in the use of the &lt;e-Adventure&gt; tool. However, the development was never finished. In 2010 and 2011 the author(s) have pushed forward its development, and they've received support thanks to the ProActive project.</b></p>		