

**Preparation for:**  
Game Design Merit Badge



## Game Design

**3 Den Meetings to complete**

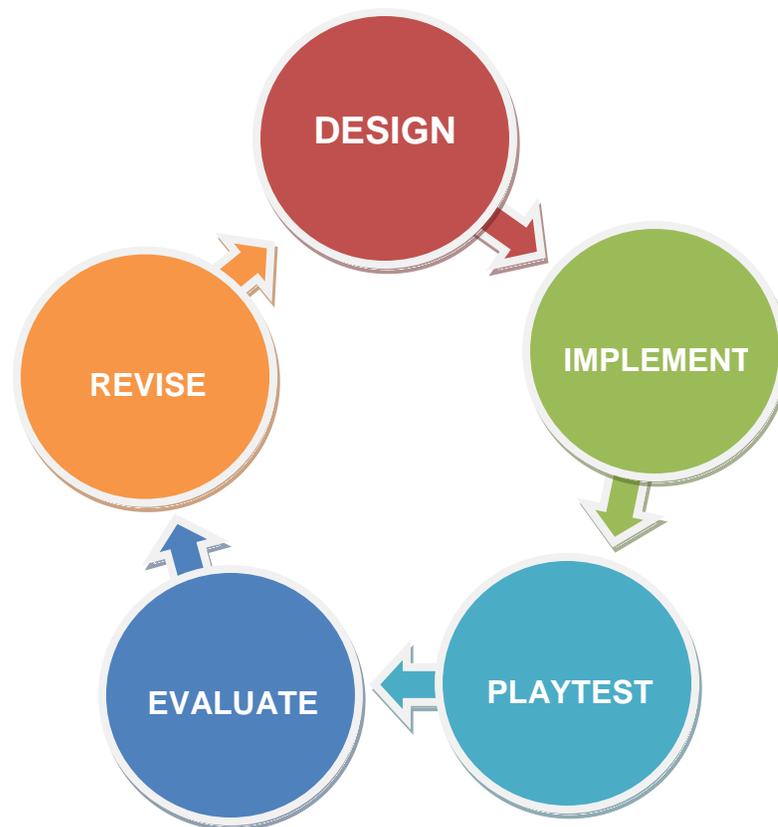
### Takeaways

- Using technology to create something fun
- Learning, then teaching others
- Teamwork
- Internet Safety
- A Scout is Trustworthy

---

**Do all of these:**

1. Decide on the elements for your game.
2. List at least five of the online safety rules that you put into practice while using the Internet on your computer or smartphone. Skip this if your Cyber Chip is current.
3. Create your game.
4. Teach an adult or another Scout how to play your game.



## Requirement #1: Decide on the elements of your game

There are four elements that make up a game:

Narrative or Story

What's the game about? What are its objectives/resolution?

Goals and Mechanics

How is the game played? What are the rules?

Aesthetics

How will your game look?

Medium

What is the format for your game and the materials needed to play it?

| My Game         |       |
|-----------------|-------|
| Narrative/Story | _____ |
| Goals/Mechanics | _____ |
| Aesthetics      | _____ |
| Medium          | _____ |

## Requirement #2: Internet Safety

Webelos Cyber Chip

Requirements for Grades 4-5:

1. Read, commit to, and sign the Level I Internet Safety Pledge. (BSA Cyber Chip blue card)
2. Watch the video "The Password Rap" and another video of your choosing. (NetSmartz.org/scouting )
3. As an individual or with your den, use the Teachable Recipes to demonstrate Internet safety rules to your den leader, den, or pack.  
([http://cdn.net-smartz.org/teachablerecipes/BSA\\_Teachable%20Recipe.pdf](http://cdn.net-smartz.org/teachablerecipes/BSA_Teachable%20Recipe.pdf))
4. Discuss with your unit leader the acceptable standards and practices for using allowed electronic devices, such as phones and games, at your meetings and other Scouting events.

Note: All Cyber Chips will expire annually. Each Scout will need to "recharge" the chip by going back to the Netsmartz Recharge area. This space will hold new information, news, and a place for the Scout to recommit to net safety and netiquette. Then, with the unit leader, the Scout can add the new date to the Cyber Chip card or certificate.



## Requirement #3: Create your game

A good game starts on paper. The boys should spend time writing down, drawing out, and outlining their game before they start to build it. Games can be board games, card games, sports or video games.

There are many free or inexpensive online resources for new game designers:

- <https://scratch.mit.edu/>
- <http://www.kodugamelab.com/>
- <http://gamestarmechanic.com/>
- <http://yoyogames.com/studio>
- <http://stencyl.com/>

## **Requirement #4: Teach an adult or another scout how to play your game.**

Explain the game's characters and story, what the point of the game is, and how to play it.

Demonstrate for a few minutes and then watch the person play the game.

Guide the player, when they get stuck or has questions, but otherwise...

Enable them to play the game themselves.

Remember, a Scout is Courteous, Kind and Helpful. Instead of criticizing, be polite and patient.

Note how the players interact with the game:

- Are there places where they get stuck?
- Are there places where they get frustrated?
- Is everyone having a good time?
- Are there ways you could improve your game and make it more fun, from the answers to these questions?