



Ask, Imagine, Create, Improve, Share

DIGITAL GAME DESIGN



What is your challenge?

Understand what is the problem you need to solve.



What are your ideas?

What are your ideas for the challenge?



What changes to make?

Test your creation and decide what changes to make in your design to improve it



Draw your design.

Draw your design, create your project, or take action.



What worked?

What did you learn from the activity?
What worked? What did not work?

