Invent a game with a purpose

BACKGROUND

Games with a purpose (GWAP) are fun to play. GWAPs result in each player completing easy tasks beyond a computer's ability. Luis von Ahn collected information from people playing games to improve how computers work. The GWAPs are fun, which keeps people motivated to play.

DIRECTIONS:

1. Select a topic from the list below and think of something that you would like to improve about your topic.

    –   Learning
    –   Taking care of pets
    –   Communication
    –   Cyberbullying prevention
    –   Weather warnings
    –   Your choice

2. Your teacher will let you know if you will work in a team or alone.

3. Brainstorm information or data that would be useful to create a solution to the topic you selected.

4. Review examples of games created by Luis von Ahn to get ideas. Games with a purpose.

5. Create a game that would collect data to help you create solutions for your selected topic.

PITCH KEY DELIVERABLES

Create a three-minute pitch for your game with a purpose (GWAP).

NAME _____ DATE _____

Use the following guidelines to create your pitch:

1. Describe and sketch your GWAP.

2. What are the benefits of your GWAP?

3. What group of people would you like to ask to play your GWAP?

4. Create a brand for your GWAP, including a trademark, logo, or tagline.