Game & Gamification
Development Checklist

**PRE-DEVELOPMENT**
- ☐ What can't your students currently do in your course?
- ☐ What can your students practice or perform in the game?
- ☐ How will you measure your students' learning in the game?
- ☐ What mechanics and styles are your benchmarking from?
- ☐ When, where and how do your students play the game?

**DEVELOPMENT**
- ☐ How many assets and materials do you need to develop?
- ☐ What are the key deliverables and deadlines?
- ☐ Have you used papers or no-code tools to prototype first?
- ☐ Have you arranged the needed equipment or resources?
- ☐ Does your game comply with the guidelines of ITSC?

**POST-DEVELOPMENT**
- ☐ Who, when and how can play-test your game?
- ☐ Have you documented every change of your game?
- ☐ Do you give enough support for your students to play?
- ☐ How do you maintain and improve your game's assets?
- ☐ How can you scale and expand the game for more students?