Good Edu-larp Concept is Born

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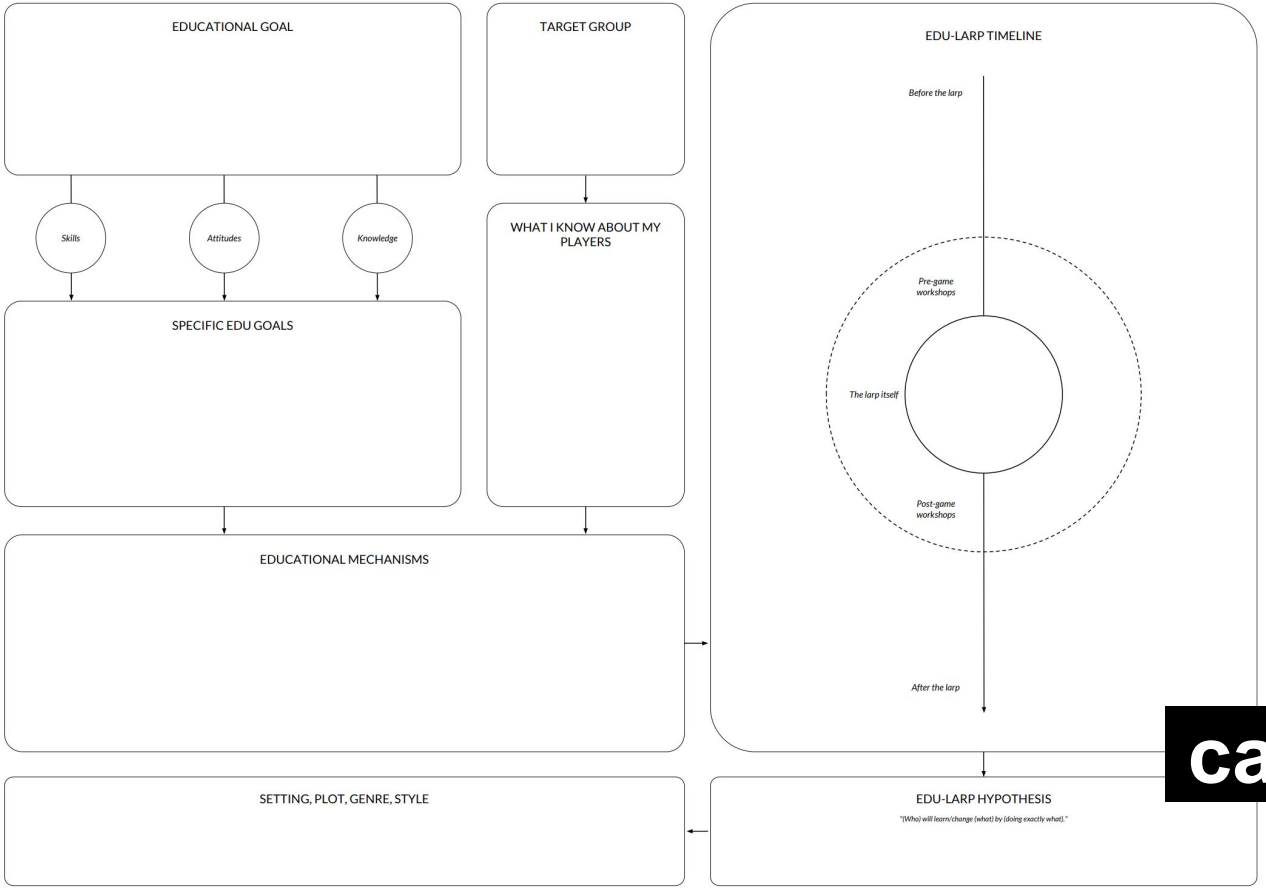
Lujza

“Design is a series
of conscious choices.”

Sid Mayers


EDUCATIONAL GOAL
TARGET GROUP
EDU-LARP TIMELINE
Skills
Attitudes
Knowledge
WHAT I KNOW ABOUT MY PLAYERS
Before the larp
Pre-game workshops
The larp itself
Post-game workshops
After the larp
SPECIFIC EDU GOALS
EDUCATIONAL MECHANISMS
SETTING, PLOT, GENRE, STYLE
EDU-LARP HYPOTHESIS
"[Who] will learn/change [what] by [doing exactly what]."

canvas

STEP 1

Target group

School class of kids 7 to 8 years old	A group of teenagers gathering at youth center
Sales team at a big company	Several families gathering at community center
Seniors at nursing home	University students

Topic

Global warming	First aid
Sales skills	Internet security
Dancing	History of your region

What impact do I want to deliver to my players?

What is my goal?

What impact do I want to deliver to my players?

What is my goal?

Inform	Advertise	Leave an emotional impact	Transform	Learn	...

STEP 2

What exactly do my players need to learn, change or develope?

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Knowledge	Skill	Attitude

STEP 3

What do I know about my players?

What do I know about a context in witch my game will be played?

Players

Previous skills/knowledge/attitudes:

Yes	No	Partially

Already have a need:

Yes	No

Optionality to play:

Opt-in	Opt-out	No Opt

Context

Space availability

1 room	Park	Whole building

Time availability

1 hour	3 hours	Whole day

Facilitator

You	Random lecturer	Lecturer from the organization

STEP 4

What mechanism would serve my aims the best?

Knowledge LISTENING	Knowledge READING	Skill ROLE-PLAY	Skill SIMULATION	Skill / Attitude RECEIVING A FEEDBACK • From environment • From other players • From facilitator/GM	Skill / Attitude RECEIVING A FEEDBACK • Immediate • Postponed
Knowledge WATCHING	Knowledge RECEIVING A DIRECT INFORMATION	Skill PROBLEM-SOLVING	Skill BUILDING A MODEL	Attitude REFLECTION • Individual • In a pair • In a group	Skill / Attitude AHA-MOMENT
Knowledge RECEIVING AN INDIRECT INFORMATION (example, case study)	Knowledge REPEATING	Skill TRAINING (direct practicing)	Skill / Attitude OBSERVATION (of other players / of situation)	Skill / Attitude COMPARISON	Skill / Attitude COMPETITION
Knowledge ANALYSING (breaking to smaller parts)	Knowledge USING AN INFORMATION IN A CONTEXT	Skill SHADOWING	Skill / Attitude INSPIRATION	Skill / Attitude REWARDING	Skill / Attitude COOPERATION
Knowledge TEACHING SOMEONE ELSE (Feynman technique)	Knowledge DEDUCTING	Skill STIMULATION	Skill IMPROVISATION (facilitated improvisation)	Skill / Attitude PUNISHMENT	Skill / Knowledge REPETITION

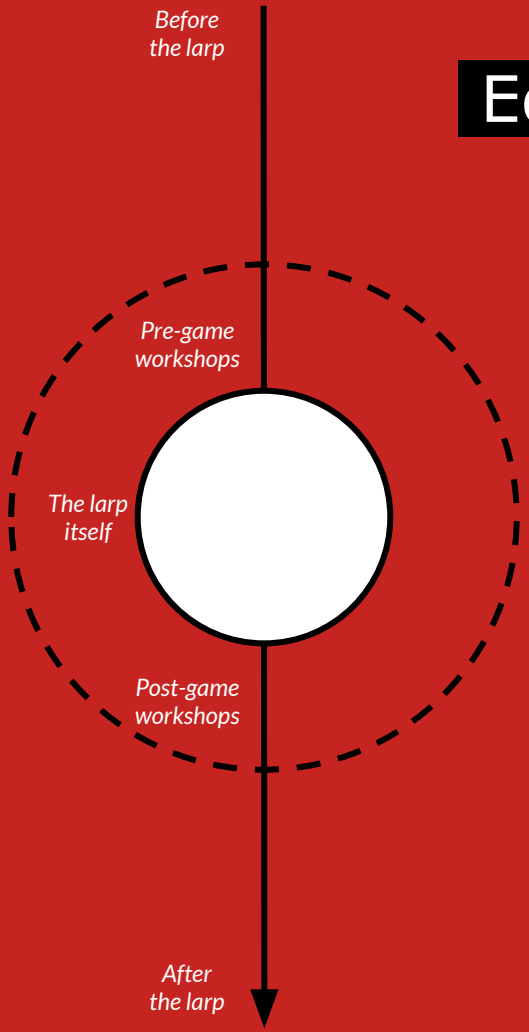
STEP 5

Is larp the best medium to do this?

STEP 6

Is all my education happening during the larp or not?

Edu-larp timeline



STEP 7

Hypothesis

"(*Who*) will learn/change (*what*) by (*doing exactly what*)."

Seniors will learn *to dance* by *direct practicing of dancing during the larp*.

STEP 8

What setting/characters/genre will fulfill my aims the best?

STEP 9

Is it fun to play?

Thank you for your participation!

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