El Pueblo Mágico: A Magical Community
Organizing Principles

- Undergirded by a robust theory of learning (learning involves changing participation over time in valued and robust practices)
- Instructional activities always lead current levels of competence
- Dynamic participation structures: Joint activity is privileged to foster distributed cognition;
- Saturated with mediational tools and forms of assistance
Designing for Engagement

- Agent Sheets
  - Agentsheets adventure guides
  - Planning document
  - Designing (drawing characters, talking about the context, discussing goals of the game)
  - Shifting to laptops, working in joint activity in pairs or groups of 3, sometimes individually
  - Programming (with Ian)
Agentcubes

• New to El Pueblo
• Children worked individually and made some agents, learned to rotate, inflate
• Observed increased engagement
Planning Document: Project Design

- The Problem
- Game Description
- Purpose
- Your Goal
In this section define each of your Agents: write down the name, draw the different depictions it will take during the game, check who’s controlling it, and write the Verbs that describe what it will do.

**Agents:**

**Agent Name:**

**Depictions:**
- [ ] User Controlled
- [ ] Computer Controlled
- [ ] Background

**Describe the Behavior:**
Developing the Game board

When developing a game the most important aspects are creating a sketch of how the game board is going to look like. In this section sketch out how you would like the board to look like. Remember adding anything more to the game (i.e. trees, etc...) will require you to create more agents.
Patterns Please identify which patterns would be applicable to your game. To determine them, first identify situations, the agents that are involved and the nature of the interaction.

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<tr>
<th>Agents Involved</th>
<th>Interaction Description</th>
<th>Pattern Name</th>
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What is an Adventure Guide?

- "Task cards" or "adventure guides" written by project staff members for each game are designed to help participants (both children and undergraduate students) orient to the game, to form goals, and to chart progress toward becoming an expert. The task cards provide a variety of requirements to externalize, reflect upon and criticize information, to write to someone, to look up information, and to teach someone else what one has learned, in addition to the intellectual tasks written into the software or game activity itself. (Brown and Cole, 1997).

- Adventure Guides scaffold participants into new forms of expertise.
Maze Craze Adventure Guide

Have you ever wanted to design your VERY OWN video game? Well, now is your chance! Using Agentsheets, your imagination can become reality as you design your own game that we all can play! What will happen in your game? Will space-creatures try to attack migrating birds as they fly to their winter destination? Will caterpillars chase after pollen that is floating from one flower to another? Will dogs try to run through a maze from start to finish, trying to outrun the attack cats who are trying to stop them?

Maybe a pinball tries to move through a maze, but is sent off course by floating objects in its way. This is your chance to BE THE DESIGNER and get creative. Have fun!
In this first stage, it is time to use your imagination to create the storyline of your game. Who will the hero be? What goal is the hero trying to reach? What is getting in the hero’s way? Write a story that answers these questions in a creative way. Once you have a story, it's time to figure out how to make the story into a game. To analyze this problem, think about the following questions:

• What characters do I need to make my game work? What do they look like?
• What does the setting of my game look like?
• What does the goal of my game look like?

Turn your answers into a drawing...what will your game board look like? Share your ideas with other citizens and amigos! Share your ideas with El Maga!
Advanced Level

Now it's time to start creating your game using AgentSheets. But first, talk to your group about what steps it will take to create the game. What will you have to do first, second, third, fourth, fifth, and on? Make a list with your amiga/a that you can check off as you go.

Agents to Create at this Level: (1) Hero, (2) Background, (3) Goal
OR Finish three of the items on your list

Write a letter to El Maga discussing the exciting parts and the challenging parts about designing and creating your own video game so far! Maybe El Maga can give you some ideas about how to get through the challenging aspects of game design!
At this stage, it is time to finish your game! Complete all of the steps you have listed and any others that you have come up with as you’ve been working!

*Agents to Create at this Level: (1) Obstacles, (2) Attackers, (3) Anything Else!*

Once your game is complete, there are three ways to share your game:

- Upload your game to the Scalable Design Arcade so that people all over the country can play your game on the internet:
  - [http://scalablegamedesign.cs.colorado.edu/sgda/](http://scalablegamedesign.cs.colorado.edu/sgda/)
- Walk around El Pueblo and invite citizens and amigos and site coordinators to play your game!
- Share your game at our even at the end of the year! The whole community can see and play your game!

Wow!

I wonder what else you will design in the future…