**VALUES AT PLAY DESIGN JOURNAL PROMPTS**

[http://www.valuesatplay.org/](http://www.valuesatplay.org/research.html)

**Introduction**

*USE THESE PROMPTS TO HELP STUDENTS REFLECT UPON THEIR DESIGN CHOICES IN THEIR DESIGN JOURNALS.* These prompts will help designers reflect on their conscious and unconscious decisions about game rules, mechanics, and narratives reflect social values—that is, concepts such as fairness, gender equity, honesty, privacy, and any other number of values that you can imagine as being important in a society and culture.

**Questions to ponder for your journals:**

**We have some questions to guide you as you reflect on your experiences while thinking about Values in Games. Please think about them as you write in your journals.**

**Please write as much as you like! The more reflective that you are about your experiences using the Values at Play methodology, the richer your overall thinking will be about your game.**

**Class 1:**

1. Was it difficult to brainstorm values in the game that you selected with the *Grow-a-game* cards? How so?
2. Using the cards, how was it to try to use the mechanic to represent the value?
3. What was it like to explore values in games with group members? Did any emotions come up (for you or anyone else) as you spoke about games and values?
4. IF USED FROM THE CURRICULUM: For the out-of-class video activity:
   * How difficult was it for you to discover an example of this value in a game? Have you ever done anything like this before (analyze game elements for value content)?
   * Do you think that others might see this value represented in the game?
   * Do you think that the game’s designer(s) thought consciously about the value being reflected in the game?
   * How did you make the connection between game elements (narrative, rules, or mechanics) and the value?

**Class 2:**

1. How challenging was it to discover the value that you are using for your prototype? How did you settle upon the value? What makes this value important to you? To society?
2. Values in games can arise from many sources: narrative, character representation and backgrounds, the game environment, mechanics (constraints and affordances), and underlying rules, to name a few. Which elements of your game design will represent the value that you have chosen? Why have you chosen these elements?
3. How have stakeholder values been appraised and integrated into your design?

**Class 3:**

1. How has your value been put into practice?
2. Were there any disputes among group members while trying to determine how to represent your value in the game? How did the disputes arise? How were they resolved?

**Class 4:**

1. How did your group handle conflicts around values representation in the game?
2. How did your group respond to critiques from other groups? Did you need to reconsider and design elements for values representation?
3. Write about your overall experience in this unit. What was it like to focus on embedding values as you designed a video game? What were the most challenging aspects of considering how to represent values? What were the most enjoyable aspects?
4. Have your thoughts or attitudes about the concept of values becoming embedded in video games changed at all since the beginning of the unit? If so, how? If not, why not?