GAME DESIGN CANVAS

GAME

NAME _____

TYPE _____

SOURCE _____
(inspiration)

LEARNING OBJECTIVES
what innovation and entrepreneurship knowledge, skills and attitudes does the game teach?

PLAYERS
who? how many?

SPACE
where does this game take place?

PROPS
what objects are needed?

PREP
what needs to be set up? how long does it take?

GAMEPLAY
describe the experience

RULES
what can players do or not do?

GOAL
how do players win the game?

DEBRIEF
what prompts or questions might you use for reflection after playing?