

# WATER WORKS NEWS LETTER

Greetings! First of all, we apologize for sending the newsletter a bit later than usual. We spent most of our time to prepare for our quarter presentations. This presentation is a great chance for us to show our work to ETC faculties. We presented our work and received positive and valuable feedback. We have been using the feedback to improve our work.

The feedback allowed us to focus our attention on the correct issues.

The biggest challenge find a way to motivate students in classroom environments.

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If the game is designed to be played by multiple groups, we need to design a group based score system. However, this lead to individual groups being less motivated because they are not competing against each other.

We designed a game to allow competition between groups and within groups. The problem with group competition, is that there is no immediate way to compare themselves with other groups. Unless there was a scorekeeper updating the scores of each team on the blackboard.

So we had two different approaches :  
The first idea is to redesign the proposed game as a self-contained game. Then, the teacher can trigger the discussions after the game. For example, the teacher can ask "What was on your mind when you killed those animals on your tile". We removed the government since he has a different standard from the other players. Then, we standardized the performance of players to be able to be compared with each other.

The second solution was to design a new cooperative game for multiple groups. Players will be discussing where to put Filtrations, Factories, Cities, and Conservatories. They can get different amounts of points depending on how they place the pieces on a river region. We playtested this game and found great potential in this game.

**This week, we are planning to refine this game. That way we will be able to playtest this game with middle grade students at Elizabeth Forward School as soon as possible. We will also start designing our own art assets for this game as well. Thank you very much, and I look forward to updating our progress in a couple of days.**

