



### PHASES

The purpose is to design the concept of a location based multiplayer (learning) game to be played in Pompeii. The design is in two phases, separated by a presentation

#### Phase one (10-15 minutes)

- A rapporteur is chosen from each team
- Each team formulates an idea about a location based mobile game using the Worksheet A3 sheet to describe it

#### Presentation (20-25 minutes)

- The rapporteur explains and pitches the idea in a very short presentation (1 minute per team) Very fast!

#### Phase two (10-15 minutes)

- The teams get back and improve, detail and modify their games. They can use any of the other teams' ideas

#### Final presentation and discussion

- The rapporteur explains and pitches the final idea in a very short presentation
- Discussion is encouraged

### INSTRUCTIONS

Follow the **worksheet** in order to formulate the details of the idea.

Use the **map** and the **descriptions** of the places to gain a sense of the space.

The concept cards about **arts & architecture** and economy can be used as issues that the players can be engaged with.

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