**(Re)Theme a Multiplayer Classroom**

**Course Subject:**  **Audience:**

Select a non-fantasy theme for a Multiplayer Classroom (MPC) and apply the theme to the standard MPC elements. Provide a brief description of what the players will experience for each element and how the theme will be integrated.

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| * Cooking * Justice System * Medical Care | * Espionage * Teenage Mutant Ninja Turtles * Hunger Games |
| * Our Town (your community) | * Other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

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| **XP** | What impact will the theme have on XP? Will you rename XP? Will you have points other than XP that can be earned? |
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| **Levels** | Will avatar levels be numbered or will name them based on the theme? What type of XP will be needed to attain each level? Will the gaps between avatar levels be influenced by the theme? |
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| **Avatars** | How will avatars be integrated into the MPC based on your theme? What types of avatars will be an option for students based on the theme? Will you refer to the characters as “avatars” or does the theme dictate another name? |
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| **Guilds** | Do guilds work with the theme? How will guilds be impacted by the theme? What will you call “guilds” based on the theme? |
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| **Zones** | Do zones where students work on specific skills or take a specific perspective on a topic be useful for your MPC and work with your theme? What will the zones be? How will they be a part of the theme and gameplay? Will you refer to them as “zones?” |
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| **Roles** | Are there specific roles that students might play in “guilds” or “zones” based on the course and the MPC theme? How will those roles be selected/defined for each student? How will the role impact the way the student plays the game? |
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| **Quests** | What will players do in the game for XP that is driven by their research or their exploration of resources or topics? What will you call “quests” based on the theme? |
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| **Crafting** | What are the types of things players will create in the game for XP? What will you call “crafting” based on the theme? |
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| **Raids** | Does it make sense to include raids in the gameplay, based on the theme? How will raids be organized and executed? Will raids be PvP or GvG? Will you call them “raids” or does the theme dictate another term? |
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| **Lands** | Are there specific lands that students might “go to” in order to access certain information or explore specific topics? How will students be directed to the different lands? Will the land impact the way the student plays the game or the role they play? What will you call the “lands?” |
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**Creating a Multiplayer Classroom**

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| **Story** | Is there a basic story related to the theme that can be interwoven throughout the MPC ? |
| **Beginning of Story:**  **Middle of Story:**  **End of Story:** | |

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| **Crafting** | What specific items will players craft? How will crafting be incorporated into earning XP, Levels and/or Badges? What rules will govern crafting, including any Boss Battles and Raids? |
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| **Questing** | What specific items will players explore or research? How will questing be incorporated into earning XP, Levels and/or Badges? What rules will govern questing, including any Boss Battles and Raids? |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | | **Item** | **XP** | **Level** | **Badge** | **Rules** | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | | |

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| **Guilds** | What activities will guilds undertake? How will guild activities be incorporated into earning XP, Levels and/or Badges? What rules will govern guild activities, including Boss Battles and Raids? |
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| **Gameplay** | What are the basic elements of gameplay throughout the course? |
| **Engage in Crafting and Questing:**  **Twists and Power Ups:**  **Game Balance:** | |