

WORKSHEET: NON-DIGITAL GAMEPLAY LOG & MECHANICS ANALYSIS

Student Name: _____	Pod Name / #: _____	Date: _____
Game Title Played: _____	Role: ☐ Player ☐ Observer	KDE Standard: #2 (Non-Digital Play)

PART 1: RULE PREPARATION & WIN CONDITION

KDE Standards #2, #23

1. Primary Win Condition & Core Objective

How do players win this game? What is the ultimate goal or victory state?

2. Key Resources & Components

List the main components or resources players manage (e.g., Cards, Tokens, Gold, Dice, Tiles, Territory).

PART 2: DECONSTRUCTING THE CORE GAMEPLAY LOOP

KDE Standard #20

1. INPUT (Gather & Assess)	2. ACTION (Decide & Invest)	3. OUTPUT (State Change)	4. FEEDBACK (Friction/Loop)
What resources or information do players receive at the start of a turn?	What choices are available? Where do players commit their resources?	How does the game state, board, or player standing change?	How does the game signal progress or introduce new challenge/friction?

PART 3: GAME MECHANICS VS. ROUTINE TASKS

KDE Standard #34

Identifying Mechanics vs. Tasks

What specific mechanic (e.g., engine-building, worker placement, press-your-luck, drafting) makes this experience a GAME rather than a routine TASK? Where is the player tension, choice, or trade-off (e.g., Risk vs. Reward, Greed vs. Fear)?

1. In-Game Reward Mechanisms

What immediate or long-term rewards do players receive during play (e.g., point accumulation, territory expansion, upgraded abilities)? How do these keep players motivated?

2. Identifying the 'Fun' Factor

Reflect on a specific moment during gameplay that was particularly engaging or fun. What underlying game design element or player choice created that moment?

1. Screen-Free Pod Collaboration & Physical Interaction

How did face-to-face tabletop play without electronic screens influence your pod's communication, negotiation, and social atmosphere compared to solo or online gaming?

2. The Software Industry Retention Connection

In class, we discussed how tech companies invest in social activities (e.g., team sports, social outings) to build strong workplace networks. How does face-to-face game play foster collaboration and team retention in a software development pod?

Workplace Readiness Checklist:

- ☐ Prepared: Reviewed game rules prior to session
- ☐ Screen-Free: Maintained 100% focus (no screens on desk)
- ☐ Pod Collaboration: Actively participated with podmates
- ☐ Completion: Notes are complete, grounded, and legible

Student Verification:

Signature: _____

Podmate Peer Verification:

Podmate Signature: _____