

## How Do You Design: What's your WOW Job Class?

### Goal

The purpose of this activity is to give students an opportunity to:

- Reflect on the strengths they bring to a team in terms of personality and values
- Discuss these strengths in relation to those of other team members in order to better understand the make-up of the team
- Identify any weaknesses in team dynamics that might result from the particular combination of classes present in their team.

### Plan

5 min

**Choose your class.** Students receive the WOW\_template handout and spend some time reviewing the classes and thinking about which class most resonates with them.

*Prompt: Choose a class that you think best represents you. Circle the class on the handout.*

5 min

**Pair and share:** students break into teams of 2-4 and share out their selections.

10 min

**Create designer-class descriptions.** Break students into teams organized around the WOW class they selected. For example, all Rogues in a group, all Warriors, etc. Have each team work together to create a description, in their own words, of the class they selected that could be used to describe a designer. For example, Designer-Warrior might read: "Shows strong leadership and knows when to use what tool. Knows how to maneuver past obstacles. Leads team to game design victory. They can use the empty box next to their class on the handout to create the description.

10 min

**Share out descriptions.** Project the template doc on the screen and have someone type the descriptions into the template. This will enable all students to have an overview.

5 min

**Achilles Heel.** Have team identify a core weakness of their class by selecting a second class that they think offers a good counterbalancing force. Warriors, for example, might choose Shaman as a class that brings reflection to the decision-making process.

Share out observations.

10 min

**Team Profiles.** Have the students sort into their capstone teams and look at the class make-up of their group. What kinds of challenges do they think they might encounter given the make-up of the group? What kinds of collaborations might they need to seek out to address any weaknesses they identify? Have the teams write down notes on their discussion. Share out with larger group.