

# DESIGN A SPORT

## Rules of Play

In their book *Rules of Play: Game Design Fundamentals*, authors Katie Salen Tekinbas and Eric Zimmerman assert that games are defined as follows:

*“A game is a system in which **players** engage in an **artificial conflict**, defined by **rules**, that results in a **quantifiable outcome**.”*

*(Tekinbas & Zimmerman, 2003)*

Based on that definition, we can establish that all games must have the following components:

1. **Players:** How many? Cooperative or individual? Teams?
2. **Artificial conflict:** What is the test? Getting the most points? Collecting the most money? Running the longest distance? Regardless of the conflict, it should not affect a person’s real-life well-being, hence the word “artificial.”
3. **Rules:** What is allowed or not allowed? Consider difficulty – Basketball would be much easier without dribbling, but more difficult without fouls.
4. **Quantifiable outcome:** When is the game over? How is a winner determined?

## Additional Guidelines

Using the components as a guideline and the equipment available, you will invent your own sport that would fit in a PE class. In addition to the rules above, you must also consider the following guidelines:

- The sport must be playable by everyone in the class. Consider accessibility when making your rules.
- You must use at least two of the provided pieces of equipment.
- Your sport must be easy enough to explain in one minute or less.
- The sport must have some aspect that could be considered a physical workout.
- Use the back of this sheet to collect your group’s thoughts.
- Write an Elevator Speech to explain your sport to the class in 30 seconds.
  - Example explanation of dodgeball: two teams and multiple balls, hit them with a ball, don’t get hit, catch a ball to eliminate, the last one standing wins.

## Your Design

Players:

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Conflict:

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Rules:

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