

## Cardboard Economics

Unit: Pre-Production	
Workshop: 13	Date: Dec

**Objective(s):** Finalize components (medium) for your game.

**Materials & Resources:** CBE Forum, game library

**Lesson Agenda:** \_\_\_\_\_ **Time ():**

**Lesson Elements:** Composition, art aesthetics, pre-production

**Engagement:** Students will design the art mockups for game production.

**Assessment/Evaluation:**

**Homework:**

**Reflection on Plan and Instruction:**

**Notes:**

Students will prepare their game components (medium) for production. Students will create art mockups for approval.

Examples:

- Less is more (better)
- Digital assets
- Analogue assets
- Illustrate all cards and components