

Pathway Card Game

Objective

The object of the game is to build a learning journey by placing cards in sequence of rows for each pathway “level”. You can have up to 4 levels in a pathway. Each level is represented by a different colour.

Rules

Levels

Each level must start with a single “Milestone” card in the first row. No other cards can be placed with the milestone card. All required activities must be completed in a level for the user to reach the next level in a path. You can have up to 4 levels

Rows

Each row can have up to 3 cards. This allows you to have up to 3 activities for the user to do simultaneously. Each row can have a combination of optional and required cards. A user must complete all required cards to move down to the next row in a level.

Required vs Optional Cards

Colour cards represent a required activity. This means the user must complete the activity in order to proceed. Grey cards are optional activities and the use is not required to complete them.

Special Cards

Rewards

Automatically awarded to a user when they reach the row that the reward is on.

Certificate

Automatically awarded to a user when they reach the row that the certificate is on.

Side Quest

Allows a mini pathway to be taken on the side. You can have a maximum of 2 side quests

per level.

New Pathway

Unlocks access to a new pathway for the user to do. Can only be added at the end of a pathway, and used only once in a pathway.

Card Stats

Each card has four stats. These stats help you determine the effort vs benefit of activities. The stats are conservative in terms of their maximum or minimum, and don't reflect real-world production values. The stats are as follows:

Joy

This stat indicates how accessible, enjoyable or easy the activity is: 1 being not at all and 5 being very much. For example, videos are far easier to watch than reading a long book.

Re-usability

How well an activity can be re-used beyond its application in the Falkor pathway. If weighted 1, the activity can only be used for a specific instance, and 5 suggests that it can be used on multiple platforms and channels. For example, a video can be used as an activity, for internal & external marketing, training videos or internal podcasts

Resource

How many resources (money, people, skills) does an activity need in order to be created? A value of 1 means that few resources are needed, and 5 means a lot of resources. For example, a virtual reality experience can be quite expensive to make and requires a high level of skills, whereas audio requires a lot less effort and money.

Time

How long it takes to develop an activity. 1 being very quick, and 5 being very long. For example, to create a learning module can require video, images, writing and activities that would take longer than making a video. The quickest activity could be audio.

Outcome Formula

Whilst playing the card game you will be able to track your activities which will produce a “payoff” score for your pathway. The payoff is calculated by joy times reusable over how much cost and resources are needed.

$$\text{Payoff} = \frac{\text{Joy} \times \text{Reusable}}{\text{Cost} \times \text{Resource}}$$

Chart Stat Sheet

https://docs.google.com/spreadsheets/d/15YVEE57aE900R55HCdyAZW9hZPik8MLRND0PRoOp_MT8