# Game People Play

| 1 | Developer Name(s) | Alexandra Jalba, Milena Obada |
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| 2 | Game Name | StArt |
| 3 | Educational aim(s) | To teach studens about architecture and after being able to recognise architectural style around the world. |
| 4 | Target group | Students who have interests in architectural styles |
| 5 | Game Description | Collecting resources and after exchanging them in order to reciev pieces of puzzles to build popular buildings based on architectural stiles. |
| 6 | Duration (time) gameplay takes | 30-40 minutes |
| 7 | Number of Players | 2-3 |
| 8 | Game Objectives/Tasks | -learning about main important caracteristics<br>-being involve in gaining more knowledges<br>-being aware about Unesco Patrimony<br>-to understand why some caracteristics are fitting with that building |
| 9 | Rules/ Instructions | -cards with resources (brick, round arch, stone, pointed arch, gold, shell)<br>-each player have to roll 1 dice, in order to reciev resources who will be changed at the bank for puzzle pieces.<br>They  will ned for Romanesque style 1 brick and 2 round arches; 2 stones and 3 pointed arches for Gothic and 3 gold resources + 3 shell for Baroque building. This number of resources are neded for each part of puzzle.<br>The first who finish the puzzles go to the next step and have to gwes the architectural style based on the texts. |
| 10 | Resources & materials (hand-outs) | StArt – Alex and Mili |
| 11 | Tips and comments | It can be played also at school as an resum of the things that were learned during the year. |
| 12 | Visuals/Photos | |