KIDEX

presents

National All Rounder Championship

1 December 2020- 28 February 2021

Self-Learning Manual: Activity 24
Cognitive skills:
Game Design
Age: 12-17 years

This activity is sponsored by

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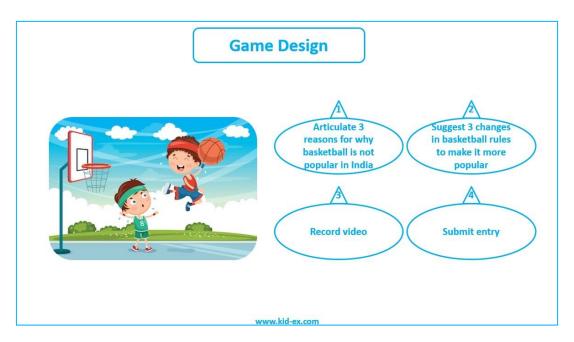SplashLearn   AdmitKard   Skillmatics   ARUSHI

Activity description

For the activity, the child is required to suggest changes in the rules of basketball game to make it more popular in India. Typically, governing body of any sport makes changes to rules to make the game more popular amongst audience (e.g., T20 cricket was introduced to make it more popular amongst women & also, to push its popularity in countries like USA).

The child should research on what are the 3 biggest reasons for Basketball to be not as popular in India as it is in other countries (e.g. USA). Basis these findings the child should propose three changes to rules of Basketball which will help the game more popular in India. Kindly note that suggestions like asking government to make basketball mandatory for school students will not be considered as a change in rule.

The correlation between the reasons for basketball not being popular & proposed changes should exist to make it relevant recommendations.

Record a video mentioning the reasons & the proposed new rules and submit as an entry.

Assessment guidelines

The total non-bonus points for this activity is 30. Every submission would be rated as either of below.

M = Master (100%)	The child can share 3 valid/acceptable reasons & propose 3 new rules (keeping the key game objective intact) each of which address at least one of the identified reasons
The child can share 3 valid/acceptable reasons & propose 2 new rules (keeping the key game objective intact) each of which address at least one of the identified reasons	I = Intermediate (80%)
B = Beginner (50%)	The child can share 3 valid/acceptable reasons & propose 1 new rule (keeping the key game objective intact) which addresses at least one of the identified reasons
For participating in the event & making an event relevant submission which does not meet assessment guidelines for M, I or B.	A = Aspirant (25%)
NA (Not applicable)	No submissions or any submission which is irrelevant for the activity.

50% bonus marks: If the child securing an M can explain how each of the three proposed rules will help address the highlighted reasons for the lack of popularity of basketball

Expert coach speaks

Game design is a large field, drawing from the fields of computer science/programming, creative writing, and graphic design. Game designers take the creative lead in imagining and bringing to life video game worlds.

Creating a video game is a long and complex process with many subsequent tasks and roles required to make a finished, playable product.

Game designer is an individual who presents a comprehensive artistic vision, while also possessing the technical skills. It requires one to understand what user craves for & then, build it for instant gratification.

Key benefits of this activity

The activity benefits in many ways:

- Apply creative & analytical skills
- Have fun doing something you love
- Improve cognitive skills
- Understand people & their behaviour better
- Develop an eye for detail & questioning the right things
- Better problem-solving skills

Common mistakes to avoid

- *Child does not know basketball*

- *Child does not know basketball rules*

- *Child is not able to reason or imagine alternatives*

Useful web resources

- [Video 1: Why basketball is lagging in India?](#)
- [Video 2: Basic rules of basketball](#)
- [Video 3: Basketball rules](#)
- Video 4: [Why basketball is more popular than Baseball?](#)
- [Video 5: One rule change in Basketball](#)
- [Video 6: Rule changes being considered](#)
- [Video 7: 10 biggest rule changes](#)

To submit your entry, visit our website (www.kid-ex.com). For any queries, email us at info@kid-ex.com.

Keep learning! Keep growing! Stay happy! Be successful!