

New Player Training Design Document

<i>Business Purpose</i>	<p>Adrastea Inc. runs the Live-Action Roleplaying game "Kingdoms of Novitas". Participants engage in a form of improvisational performance art, learning various creative and artistic skills. Activities include costume design, building theatrical scenery and performance combat.</p>
<i>Target Audience</i>	<p>The primary target audience is new players at Kingdoms of Novitas LARP in Ava, NY.</p>
<i>Training Time</i>	<p>20-30 minute eLearning course. Due to the amount of content being taught learners will need a minimum of 20 minutes to complete the training.</p>
<i>Training Recommendation</i>	<p>New players should receive e-learning training prior to attending their first event at Kingdoms of Novitas LARP. The training will be provided to the players by the Player Outreach Marshal or Second on the Kingdoms of Novitas website. The training will include scaffolded interactivity with knowledge check and an assessment at the end.</p> <p>After completing this training players will attend a Kingdoms of Novitas Larp event and undergo an in person "hit calibration" training with a boffer sword given by a member of the Player Outreach team.</p>
<i>Deliverables</i>	<ul style="list-style-type: none">● 1 Storyboard outlining the New Player Training● 1 eLearning module, developed in Articulate Storyline with voiceover narration
<i>Learning Objectives</i>	<p>By the end of the training, the learners will be able to...</p> <ul style="list-style-type: none">● Recall Kingdom of Novitas Larp rules● Identify basic game mechanics

New Player Training Design Document

	<ul style="list-style-type: none">● Define Kingdoms of Novitas Larp terminology
<i>Training Outline</i>	<p>Introduction</p> <ul style="list-style-type: none">● Welcome● Navigation● Objectives● What is LARP?<ul style="list-style-type: none">○ Live Action Role Play <p>Kingdoms Of Novitas Overview</p> <ul style="list-style-type: none">● NPC vs PC<ul style="list-style-type: none">○ NPC vs PC is NOT an adversarial relationship● Terminology<ul style="list-style-type: none">○ Game master○ Plot○ Logistics○ Garb● General Must Knows<ul style="list-style-type: none">○ Out of game○ Shifts○ Food○ Game day/ Convergence <p>Combat</p> <ul style="list-style-type: none">● Hit locations● Combat calls● Damage Types● Not allowed● Glasses and You● Knowledge check: Hit locations <p>Armor and Damage</p>

New Player Training Design Document

	<ul style="list-style-type: none">• Types of armor• Taking damage <p>Death, Dying, Unconscious</p> <p>Magic</p> <ul style="list-style-type: none">• Magic Power• Spells• Casting spells <p>Roleplay</p> <ul style="list-style-type: none">• Tell stories• Putting effort into your story <p>Assessment</p> <p>What's next?</p> <p>Congratulations</p>
<i>Assessment Plan</i>	80% passing on eLearning module assessment of content outlined in this course. There will be 5 questions in this assessment which align to the course learning objectives.