

MENTARCISE



THE GAME MASTER

Round 6

The art of designing exceptional game-based learning experiences

CPD
CERTIFIED
The CPD Certification
Service

TERMINAL OBJECTIVE

By the end of this learning experience, participants will master the art of crafting captivating and effective game-based learning, from pre-design to strategic deployment, ensuring optimal engagement and an impactful learning experience.

ENABLING OBJECTIVES

1. Articulate the essential components of the pre-design phase in the development of game-based learning.
2. Design a well-structured game-based learning experience by integrating interactive elements that enhance learner engagement.
3. Create a game prototype and employ iterative pilot testing methodologies to assess and refine the gaming experience.
4. Develop a comprehensive game kit that includes instructional materials, resources, and guidelines for seamless integration into the learning environment.
5. Execute a strategic deployment plan for the game, ensuring optimal engagement and learning outcomes are achieved.

THE GAME MASTER LEVELS



LEVEL ONE
***WHILE THE GAME
IS LOADING***



LEVEL TWO
IT'S DESIGN TIME



LEVEL THREE
READY TO PLAY



LEVEL FOUR
THE GAME KIT

LEVEL ONE WHILE THE GAME IS LOADING



- ☆ How to start?
- ☆ Game Goal, Dynamics Mechanics and Elements
- ☆ What are game types?
- ☆ The Engagement Factor
- ☆ The Interest Curve
- ☆ Entertainment Vs Learning Vs Simulation Vs Gamification
- ☆ Learning games Vs entertaining games
- ☆ Level 1 Mission: Load your game!



LEVEL TWO IT'S DESIGN TIME



- ☆ Answer the big Y.
- ☆ Crafting the learner's persona
- ☆ Matching game mechanics to learning goals
- ☆ Crafting the scoring algorithm
- ☆ The Addiction Loop!
- ☆ Level 2 Mission: Design your game!



LEVEL THREE READY TO PLAY



- ☆ How to create a prototype?
- ☆ How do prototypes differ from digital games?
- ☆ Framing the pilot run with testers
- ☆ How to collect valuable feedback?
- ☆ Level 3 Mission: Play your game!



LEVEL FOUR THE GAME KIT



- 👑 Resource needs and consideration
- 👑 Game Kit Components
- 👑 The agile methodology and game design
- 👑 Using AI and Technology in game design?
- 👑 Level 4 Mission: Launch your Game!

About the Facilitator

Ahmad Gheita

Ahmad is a Certified Professional in Talent Development (CPTD) and a Certified Instructional Designer from the Association for Talent Development (ATD), the world's largest association dedicated to talent development professionals.

Since joining the learning and development industry in 2005, Ahmad has managed hundreds of projects in many multinational companies and universities in:

- Egypt
- KSA
- Kuwait
- UAE
- Iraq
- Zambia.
- Jordan
- Lebanon

Ahmad has a rich professional record of managing and contributing to learning projects in different industries and organizations including:

- Saudi Food and Drugs Association (SFDA)
- Kuwait Petroleum Corporation
- German University in Cairo
- Resala Charity Organization
- Cairo and Ain Shams universities
- Quick Wins Management Consulting
- Saudi Ministry of Justice
- Extra Retail Stores KSA
- Qatar gas, National Bank of Egypt
- Engage HR Consulting
- B-Tech
- GIZ
- ElAbd Group
- SEGA team
- Solutions STC
- Banque Misr
- Max Fashion
- Vodafone

After completing his bachelor's degree in Computer Engineering at Ain Shams University, Ahmad attained a Six Sigma Green Belt certification from Quality America Inc. and a Talent Management certification from Michigan University.

Over the past 13 years, Ahmad founded and managed many charity organizations in Cairo that served thousands of Egyptians through helping them improve their living and developing the skills of the youth and qualifying them to start their careers in the Egyptian market.

After his participation in establishing and leading the technical growth of Learnkhana Business, Ahmad is currently following his passion in game-based learning design by working as an independent consultant managing learning design projects in giant organizations in the Middle East.



Certificate Sample



Certificate of Completion

Name Here

Has attended and completed 40 hours of

THE GAME MASTER

The art of creating Game-based learning solutions

Held between 8 Nov - 3 Dec, 2029

AHMED GHEITA
Program Trainer



M.MOAMEN EL MAGEDY
President

TGM01001

Program Details



40 Accredited Hours
From The CPD



6 Nov – 4 Dec 2026
Monday & Friday
Fridays 10 am – 5 pm
Mondays 6.30 – 10 pm



Classroom Training
7 Sessions



Language: Arabic
(materials in English)

NOVEMBER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

DECEMBER

S	M	T	W	T	F	S
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13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

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