

# Design



New

Games

Combine

## Basketball

And

## Football



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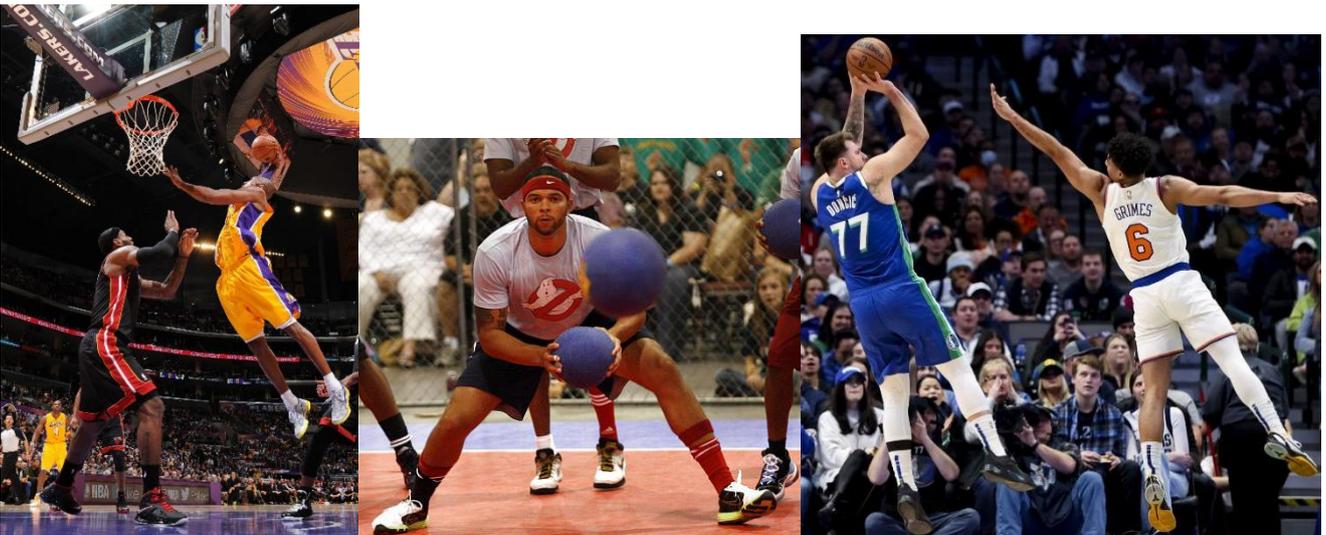
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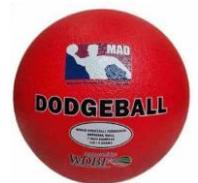
# Criterion A: Inquiring and Analyzing

## Explain and Justify the Need

In the sports realm, basketball wins fans over with rapid offense - defense shifts and precise shooting. Soccer gains global popularity for its vast playing field and intense rivalries. Dodgeball offers a distinctive thrill through nimble dodging and bold throws. Merging these three sports to design a new game not only creates novel gameplay, enriches the sports experience, but also propels the development of sports culture. This integration breaks the monotony of traditional sports, delivering a more thrilling experience. Basketball emphasizes hand - ball control and shooting, soccer focuses on foot - dribbling and goal - scoring, and dodgeball centers around dodging and throwing. During gameplay, players must coordinate hands and feet, adroitly switching skills. For example, they dribble the ball to a set area following soccer rules, then switch to basketball - style shooting. When facing dodgeball attacks, they dodge promptly. The combination of multiple skills enriches the game, providing enjoyment far beyond that of single - sport games.



Research Area	Description	Priority Level
<b>Safety factors</b>	Analyze the potential safety risks in the game. For example, getting injured from being hit by a ball, tripping over a hula hoop, and colliding with others while evading dodgeballs.	High
<b>Player experience</b>	Survey the expectations and acceptance of players of different ages and athletic levels for the game, and study methods to enhance the game's fun, challenge, and fairness.	Medium
<b>Venue and Equipment</b>	Design the specifications and layout of the venue suitable for the new game, and develop suitable equipment, such as balls with appropriate size and function.	Medium
<b>Game Rules and Mechanisms</b>	Research on how to integrate the rules of the three sports, covering aspects like the scoring system and the timing for introducing dodgeball, etc.	Medium



## The result of the survey

	Number of students
Who like playing basketball	2
Who like playing football	4
Who is good at basketball	2
Who is good at football	2
Who likes using feet to play	1
Who likes using feet and hands to play	5
Who thinks basketball is harder	3
Who thinks football is harder	1

Two students want 6 people in a team.

One student wants  $>10$  people in a team.

One student wants 11 people in a team.

One student wants  $<8$  people in a team.

One student wants 5 people in a team.

## Criterion B: Developing Ideas

### Develop a design specification

#### Audience

Specification	Possible Ways of Execution
MYP students, Mr. Ben and Mr. Gary	In PHE class

#### Functionality

Specification	Possible Ways of Execution
Entertainment, stimulate creativity	Search some information

# Develop design Ideas

## Design 1:

1. A court  
2. A balls  
3. Players  
4. Judge  
5. Maybe cones  
6. Rules

Needs } basketball  
Needs } football  
Needs } cones  
Needs } hulla hoops

There will be PYP and MYP in this game, } Players and judge  
the teacher will be the judge.

Rules:  
Small kids <sup>1-4</sup> For basketball side  
They can use hand and foot. They do not need to dribble.  
Big kids <sup>5-9</sup> They need dribble, they can't use feet. They can't steal the ball from grade 1-5.  
Grade 5 They need dribble.

Same with the basketball rules, but every grade should score at least ~~one~~ <sup>four</sup> point for football.

Grade 1-4  
X hands  
When they have penalty they can go closer (half)

Grade 6-9  
X hands  
They can't steal  
G 1-4 They can't go in the 3 point line.

Grade 5  
X hands  
When they have penalty they can go closer ( $\frac{1}{4}$ )

From 3 point line if you score and you can get 3 points.  
If they score and you can get 2 points.

Football rules

Football and basketball hulla hoop  
X goalie  
cones

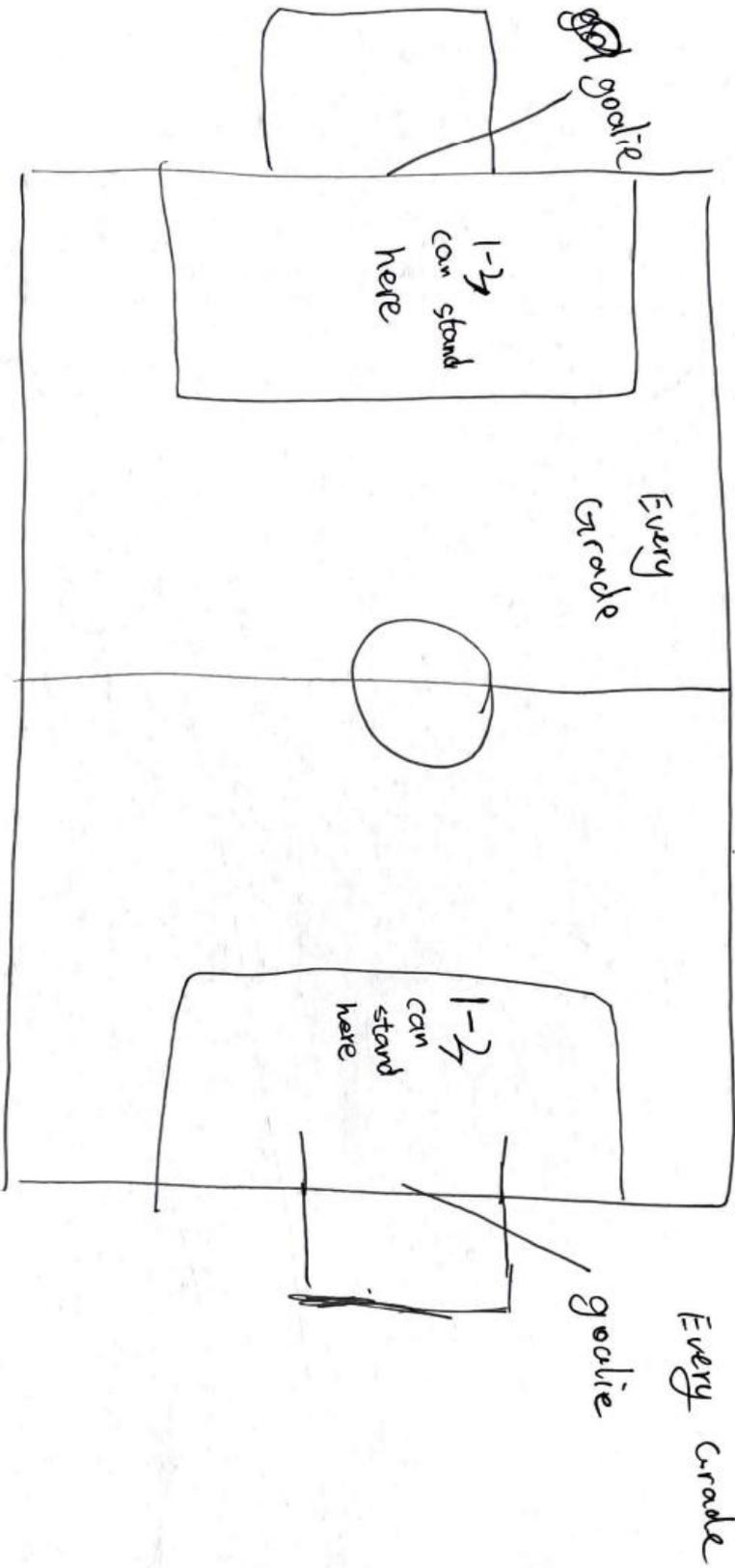
Football and basketball hulla hoop

The total time is 16 min.  
It divided into two parts.  
Every part 8 min. When the first part is over, they need to change side.

1

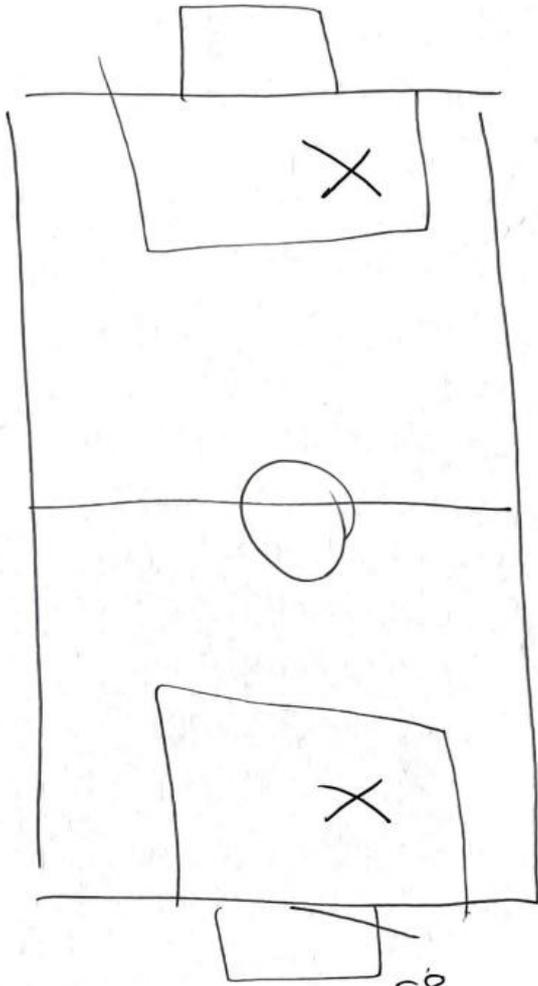
Design 2

~~they~~ If they get the ~~the~~ dodgball and they can't move (They can only walk)



Design 3:

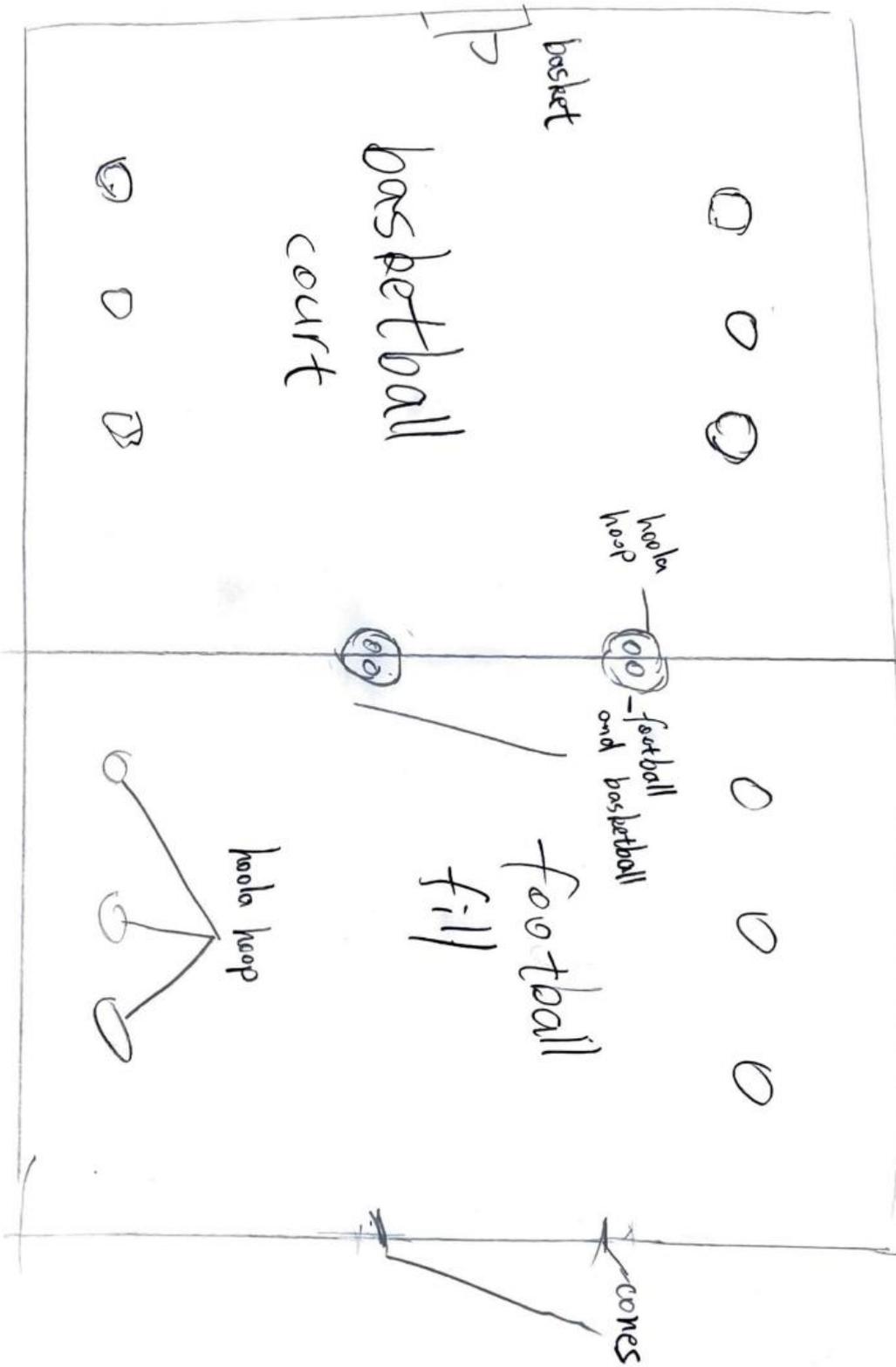
2 people will tie their leg together.



They need to throw the ball inside the goal. They can run or pass the ball.

Present the chosen design

Sketch of the field ground court :



## Rules:

Raheel: The basketball court is divided into two halves. One side is for basketball, and the other side is for football. On the side of the football field, you can only use a football, while on the side of the basketball court, you can only use a basketball. Then both balls will be placed in the middle. If you want to go to the other court, you have to change the ball in the middle.

There are four hula hoops placed on each half of the court. When you want to cross to the other half, you must dribble the ball into two different hula hoops. Only then you can go to the middle of the court to change the ball. When you reach the next half, you still have to dribble the ball into another two different hula hoops.

Allysha: The other rules on the offensive end are the same as those of football and basketball.

Each defensive player will have two dodgeballs. The feet of the defensive players are not allowed to enter the entire playing field. They can only use the balls to throw at the offensive players from the outside. If an offensive player is hit, that person will lose the opportunity to attack in this round.

Inya: There will be one defensive player on the field for each team. If the defensive player catches the ball, then the team that the defensive player belongs to will be the one to go on the offensive.

Each successful basket in basketball is worth 2 points, and each goal in football is also worth 2 points. Then, if a shot is made from beyond the three-point line in basketball, it is worth 3 points, and if a shot is taken from beyond the three-point line in football, it is also worth 3 points.

Yike: The whole game is divided into two halves, with each half lasting 9 minutes. There will be a 2-minute break after one half of the game is over.

The team with more points at the end will win.

←

←

Name	Points	Name	Points
James		Hasti	
Reuben		Arya	
Rebecca		Soren	
Quentin		Alynah	
Selvia		Vlad	
Raifah		Chris	
Jason		Mihika	
		Clarence	

## Criterion C: Creating the solution

### Construct a logical plan

Step No.	Aspects to be accomplished	Time required
<b>1</b>	Finish the rules	1 hour
<b>2</b>	Divide the team	10 min.
<b>3</b>	Confirm the property	5 min.
<b>4</b>	Print the rules and the team number	5 min.

## Criterion D: Evaluating

### Evaluate the success of the solution

If there are 10 points, I will give 2.

I think our game is very creative.

But I think the rules are a little bit difficult and complex to the players. And there are so many properties.

No one understand our rules.

### Explain how the solution could be improved

1. Make the rules simpler.
2. Use less property.

## Conclusion

I really enjoyed the process of creating this game. I think our game is very creative, and we also put in a lot of effort during the creation. Although our game turned out to be a failure, I'm not discouraged. I believe we will do much better next time.