



## Game Design Merit Badge



### Expectations

Read and Review **ALL** requirements prior to the class

Even though a requirement may be identified as one to be done in class, Scouts are still expected to familiarize, review, and prepare for the requirement – BE PREPARED!

Active interaction/participation is expected and mandatory.

Share in your own words – avoid reading your answers.

Pay attention to the action verbs.

Bring proof of completion (even partially completed work)



### Things to Remember to Bring

1. Your BSA ID# and /or your Merit Badge Blue Card properly filled out and signed off by your Scout Leader
2. Scout Uniform
3. Notes and Questions from reading the Game Design Merit Badge Pamphlet
4. [Scoutmaster Bucky Game Design Notebook](#)
5. Supporting documentation or project work pertinent to this merit badge which may also include a Merit Badge Workbook for reference with notes.
6. A positive Scouting focus and attitude

### Contact Scoutmaster Bucky



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## Game Design Merit Badge

### Requirements Insight

Requirements	Expectations
1	<p><b>If you have prepared ahead of time, you will be able to complete this requirement during the class.</b></p> <ul style="list-style-type: none"><li>• Be prepared for class discussion by reviewing this requirement ahead of time and formulating your responses however you feel best</li><li>• The counselor will facilitate class discussion for those Scouts who attend prepared</li></ul>
2, 3, and 8	<p><b>If you have prepared ahead of time, you will be able to complete these requirements during the class.</b></p> <ul style="list-style-type: none"><li>• Time will be allotted for those Scouts who have prepared to share their work for sign off consideration</li></ul>
4	<ul style="list-style-type: none"><li>• This requirement will be completed during the class.</li></ul>
5	<p><b>While SOME class time will be allotted for this requirement, Scouts that do not prepare an ample amount prior to the class will find it difficult, if not impossible, to complete this requirement during the class.</b></p> <ul style="list-style-type: none"><li>• Don't forget to use a Game Design Notebook or download the <a href="#">Scoutmaster Bucky Game Design Notebook</a>.</li><li>• The counselor will facilitate class discussion for those Scouts who attend prepared</li></ul>
6	<p><b>This requirement will require follow up with the counselor after the class. Any work ahead of time is at the discretion of the Scout and MAY not be recognized by the merit badge counselor.</b></p> <ul style="list-style-type: none"><li>• Scouts are encouraged to start and prepare as much as they feel comfortable doing, understanding that the counselor may accept or reject any work prior to giving official approval, as the requirement states.</li></ul>
7	<p><b>This requirement will need to be completed after successful completion of Requirement 6.</b></p> <ul style="list-style-type: none"><li>• Follow up with the counselor will be required after the class.</li></ul>

**Merit Badge Workbooks are a tool to aid Scouts with their work preparation. BSA discourages — but does not ban — the use of any merit badge worksheets or workbooks. Merit badge counselors must NEVER require the use of merit badge worksheets or workbooks and may if they choose, refuse to accept them. Scouts shall not be required to use ANY of these to complete a merit badge.**

