The talk will outline how the concept of Gameplay was used to design an rpg. A model of Gameplay will be presented alongside a model of pedagogy. The talk will set out how the gameplay design of the rpg was mapped
against the pedagogical requirements of the game from a problem based learning perspective, to blend the game appropriately into the teaching and learning context. The case study will illustrate this process and present findings from a grounded theory investigation. The investigation considered the learning experience of degree students studying a computer networking course, where an rpg was developed to assist the teaching of the OSI model within the course.