

Miro



Thematic area: Storyboarding, collaborative planning, brainstorming and game design



Game engine: Any



Link: <https://miro.com/index/>



Why & when to use this resource

Miro is an online collaborative whiteboard platform designed for **visual planning, brainstorming, and teamwork**. It is particularly useful during the early stages of educational game development, when teams need to **organise ideas, structure narratives, design game mechanics, and create storyboards**.

For educational games focused on European values and democracy, Miro can support collaborative mapping of learning objectives, game flows, decision trees, player journeys, quests, and educational content.

Using Miro helps educators, youth workers, and learners visualise complex ideas and collaborate effectively regardless of location.



Strengths

- ◆ Excellent for collaborative brainstorming.
- ◆ Supports real-time teamwork.
- ◆ Ideal for storyboards and game flow diagrams.
- ◆ Large collection of templates.
- ◆ Flexible workspace with unlimited visual organisation.
- ◆ Easy integration of text, images, videos, and links.
- ◆ Useful for planning branching narratives and educational pathways.



Limitations

- ◆ Large boards can become difficult to manage.
- ◆ Some advanced features require a paid subscription.
- ◆ Internet connection required.
- ◆ May require some initial familiarisation.
- ◆ Performance may decrease with very complex boards.



Tutorial sheet



How to use this tool

Miro is a collaborative online whiteboard that supports every stage of educational game design, from brainstorming initial ideas to organising gameplay, learning objectives, and development tasks. Its flexible workspace allows users to combine different visual structures according to their needs, making it suitable for both individual planning and collaborative teamwork.

Depending on your project, you can use Miro to create:

- **Mind maps** to brainstorm ideas, themes, and learning objectives.
- **Storyboards** to outline the game's narrative and key scenes.
- **Flowcharts** to visualise game progression, quests, and player journeys.
- **Decision trees** to design branching choices and multiple endings.
- **Timelines** to organise historical events or project milestones.
- **Game Design Canvases** to plan characters, mechanics, rewards, and educational content.
- **Kanban boards** to assign tasks and monitor the development process.
- **Concept maps** to connect game mechanics with pedagogical goals and learning outcomes.

These structures can be combined within the same board, allowing designers to move seamlessly from the initial concept to a complete game development plan.

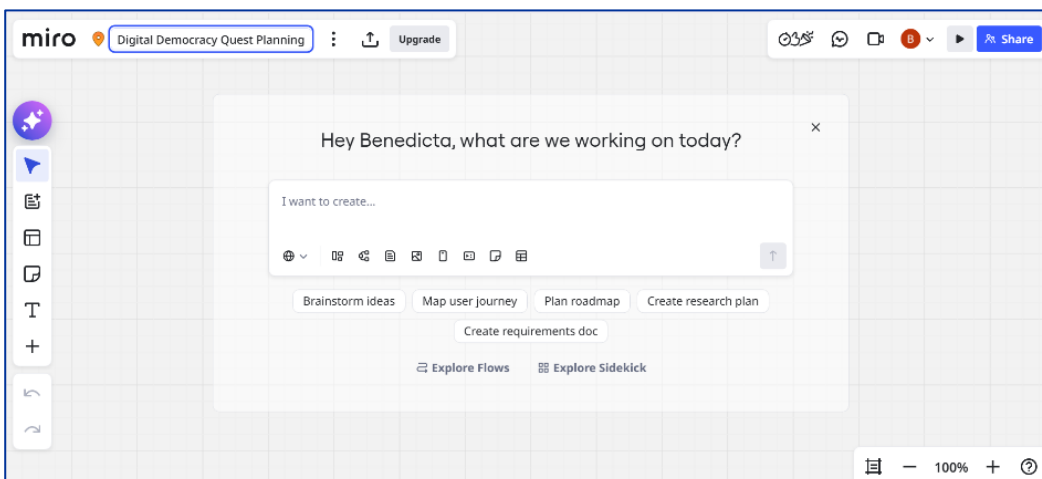
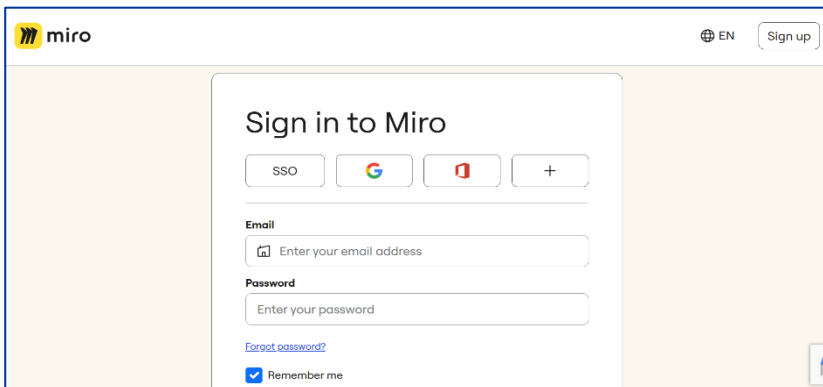
In the following example, Miro will be used to organise the complete design of an educational game called “**Digital Democracy Quest**”. The board will illustrate how different planning tools, such as frames, sticky notes, flowcharts, and decision trees, can be combined to organise learning objectives, storyline, characters, quests, game mechanics, and player progression before starting development in Genially or RPG Maker MV.



Step-by-step guide

★ STEP 1: Create a Miro account

- ★ Register on Miro.
- ★ Inside it create a new board called: **Digital Democracy Quest Planning**



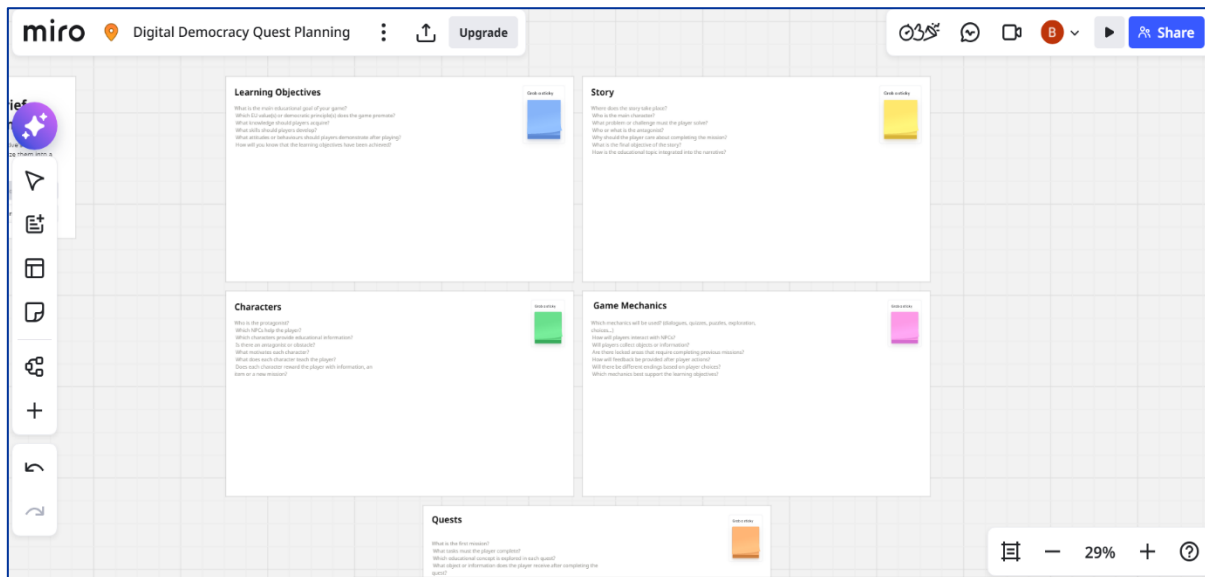
★ STEP 2: Create the project board

Open a blank board, insert a title and create **five sections and supporting questions to guide the discussion**:

- Learning objectives (Which EU value(s) or democratic principle(s) does the game promote?)
- Story (Where does the story take place?)
- Characters (Who is the protagonist?)
- Quests (What is the first mission?)
- Game Mechanics (Which mechanics will be used? dialogues, quizzes, puzzles, exploration, choices...)



These sections will guide the planning of your educational game from the initial concept to the gameplay mechanics.



★ STEP 3: Brainstorm educational content

Using Sticky Notes write ideas such as:

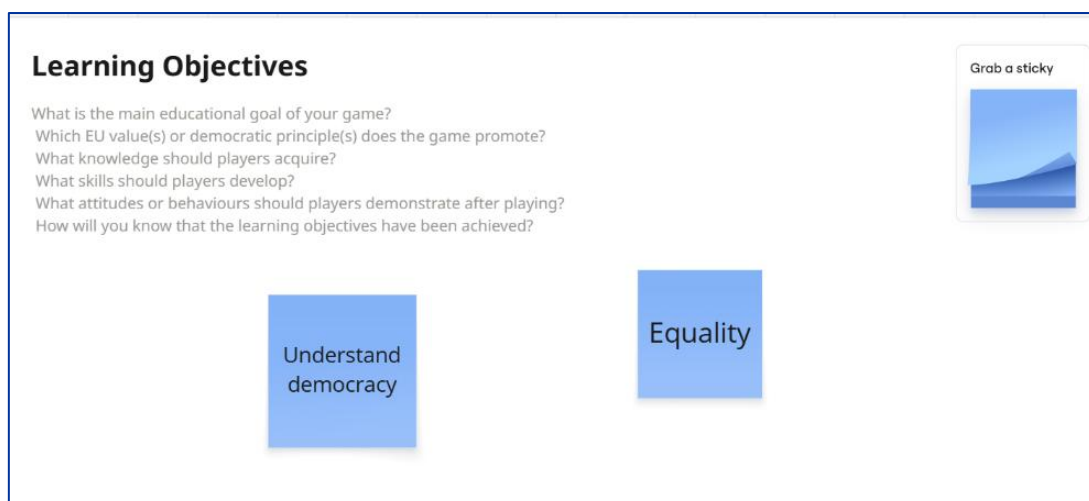
Learning Objectives

- Understand democracy
- Recognise fake news
- Encourage participation

European Values

- Equality
- Human Rights
- Inclusion
- Rule of Law

Users can freely move and reorganise ideas. Repeat for each section.





✦ STEP 4: Share your board and collaborate

Once your game planning board is complete, click the **Share** button in the top-right corner of the Miro interface. You can invite colleagues, project partners, or fellow educators by entering their email addresses or generating a shareable link.

Choose the appropriate permission level:

- **Can view** – for stakeholders who only need to review the project.
- **Can comment** – for collaborators who want to provide suggestions and feedback.
- **Can edit** – for team members actively contributing to the design of the educational game.



Additional learning sources & tutorials

- Miro Collaborative Whiteboard: <https://miro.com>
- Getting Started with Miro: <https://help.miro.com>
- Storyboarding templates in Miro: <https://miro.com/templates/storyboard>
- Miro Youtube Tutorials:
<https://www.youtube.com/watch?v=4C0cJ2BUYJI&list=PLmiHe0R4hbzSkOo2FWVaBQE9WIHRr3a92>



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