GOF Pursuit — Learning Patterns by Playing

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Design patterns allow us to learn software design from the experience of others. Unfortunately patterns are difficult to learn using conventional techniques, so many designers have only a partial or incorrect understanding of the patterns available.

This tutorial is based around GOF Pursuit, a game based loosely on 'Trivial Pursuit'. This game is effective in helping practitioners learn the patterns in the "Design Patterns" book by the so-called 'Gang of Four' (Gamma, Helm, Johnson and Vlissides). This tutorial will be a hands-on-workshop to help participants learn and re-learn patterns, to teach participants how to organize GOF Pursuit games and to be fun at the same time.