Employability Game.

The task was to make a game that displayed skills that employers look for when hiring individuals. The game created to accomplish this task was a card trading game where various card, which contain employability skills, are put up for auction to be traded among other players.

The materials needed for the game are a deck of playing cards, with skills and skill points printed on the cards. Each player had 10 cards in their hand.

The rules of the game were straightforward; each card had a point system; players were allowed to trade low point cards for cards with higher points. A player could also lie about the value of their card, but if they were caught lying then the player would lose 5 points.

Each player drew cards from a deck and then took turns to sell a card which they would put up for auction. The other players took turns bidding or passing on the card. The seller had the option to reveal the card they were selling or to conceal the card and its true value. If the seller concealed the card and was caught lying about the card’s value, they would receive a penalty. Each card possessed a different skill that affected the game in a different way.

Unfortunately, time was not enough for play testing, but the game had undergone various transitional stages as the team tried to come up with the concept for the task given. The game’s initial idea was always a card trading game and more ideas such as allowing a player to bluff about their card value, setting a limit to the player’s bluff and players not being able to see their opponent’s card hand came into play. All those factors played a part in the development of the game concept, as well as the game play.

In order for this game to be developed by the team, all members discussed their individual ideas and came to a compromise on which ideas should be kept and which should be put aside. The team took a combination of various ideas like the trading system, the bluff system, the points system etc and put it into one.

The skills that were predominant during this exercise were communication skills, teamwork and problem solving. The members of the team had to communicate with each other at every major decision during the game developing process, compromises had to be made to satisfy all members and problem solving skills where implemented to create the game as it related to the task.

According to an article from Job JumpStart, some good employability skills include Good Communication, Problem solving skills, Patience, Teamwork and others (JumpStart, 2020)

Another website (Anon., n.d.) listed the following skills: Communications skills, Emotional Intelligence, Teamwork, Problem solving etc as skills that employers look for in an employee.

A website for The University of Kent (Kent, 2020) listed the following as employability skills: Teamwork, Problem solving, Communication and Time management to name just a few skills.

The main employability skills that were predominant in these websites were: Teamwork, Good communication, problem solving, etc. Teamwork was important because in the games industry, working with teams is inevitable, numerous people will be working on various aspects of the game and will need to share information among themselves. Teamwork allows the members to put aside their egos and learn to compromise and work together so that production can run smoothly.

I believe I was able to compromise with my teammates and work, though I do wish I would have communicated more with my teammates and managed time better so that we would have been able to play test the game before presentation.

The members of the design team are: Ben Miller, Brennon Franklin, Ngozi Egonu and Samiul Bari.

The game did not undergo any playtesting so there are no play testers.