**Employability Trading Card Game**

**1.0 Introduction.**

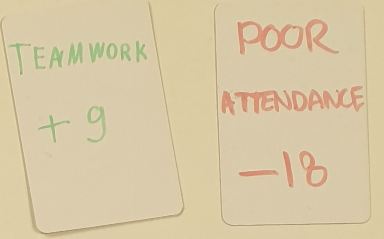
The premise was to create a trading card game that corresponds to non-transferable skills related to games or software development industry. Learn about the skills required to become employed and apply that knowledge to the card game.

**1.1 Material.**

* 3 paper sheets,
* Black pen,
* 1 D20 dice,
* 3 color pens, (1 red, 2 green)
* 30 blank paper cards. (View 1.1.1 Playing Cards for more detail)

**1.1.1 Playing Cards.**

It was a team decision to create both negative and positive skills separated by the red and green as is shown on the example:



This color code helped players to identify bad and good cards quicker.

The score values were influenced by the results of the research (Skills, 2023) and job listings (Jobs, 2023).

Total of 30 were created:

|  |  |
| --- | --- |
| **Card Name** | **Employability Score** |
| Problem solving | +10 |
| Communication | +10 |
| Critical Thinking | +9 |
| Teamwork | +9 |
| Time Management | +8 |
| Creativity | +8 |
| Flexibility | +7 |
| Leadership | +7 |
| Adoptability | +6 |
| Interpersonal Skills | +6 |
| Listening | +5 |
| Confidence | +5 |
| Analytical | +4 |
| Presenting | +4 |
| Prioritization | +3 |
| Work Ethics | +3 |
| Speaking | +2 |
| Emotional Intelligence | +2 |
| Optimism | +1 |
| Persuasion | +1 |
| Shyness | -2 |
| Inorganization | -4 |
| Bad Hygiene | -6 |
| Bad Manners | -8 |
| Slow Learner | -10 |
| Laziness | -12 |
| Pessimistic | -14 |
| Egotistic | -16 |
| Poor Attendance | -18 |
| Un responsibility | -20 |

**1.2 Rules and Gameplay.**

* 2 – 6 players.
* Each player starts with 3 cards.
* Deck is placed in the middle.
* Each player rolls a D20 dice. Highest roll begins the game.
* Each player takes a turn clockwise and roll dice.
* If dice lands on odd number, player must give one card to another player of choice. If even, draw one card from the deck.
* Goal – Collect the best cards and give away worst ones to win.
* If player loses all cards, continue as normal.
* When deck depletes, the game is over.
* The winner is decided by maximum score count.

**1.3 Play Testing.**

Due to poor time management, only one group play tested. Fortunately, team observed the gameplay and spotted most of the issues with current prototype:

* The score was not balanced. The negative cards were over punishing.
* The odd/even (50 by 50) dice roll was a bad choice. That caused few players to get all the cards while others lost all of them.
* Giving the card to player of choice caused some players to lose many cards and others to gain. Giving the card to the neighbor only would make the game more balanced.

Only 3 questions were asked – liked, disliked and what would they change.

* On a good note, the game was “Very amusing, interactive, fast paced.”
* On a bad note: “Lost all cards”.

At least play testers were happy and having fun.

**1.4 Reflection.**

I won’t talk much about the soft skills due to 3 years of game development experience.

The team experience was pleasant. Ideas were shared and challenged, no one was left out. we all managed come to a single agreement. However, it did take a lot of time to finalize the idea because most were scrapped.

Few titled me as a leader, and it is important to me since my college experience was brutal in terms of teamwork. Since then, I became more open, I listen to what others have to say like a good leader, before I add my thoughts.

Overall, great experience that allowed me to grow as team player and leader.

**1.5 Team.**

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**1.6 References.**

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