1.1 BOARD

Introduction

> A board game is a game that involves counters or pieces moved or placed on a pre-marked surface or "board", according to a set of rules. Games can be based on pure strategy, chance (e.g. rolling dice), or a mixture of the two, and usually have a goal that a player aims to achieve (2015)

During this project you will use a structured process to develop a board game. You board game should use one of these key words to determine the theme and parameters.

Chance /Memory/ Failure /Collaboration

Task

In teams you will each create a playable physical board game. This should not be a remake of a current board game and visual design or an overly complicated narrative should not feature, please note the game can feature the use of cards but should be board game based. The games core should be based on your choosen theme and you need to ensure choices such as specific rules are dictated by the theme but most importantly whether the game has playability. This sounds simple but to create a compelling new board game is not an easy task.

You must quickly research and more importantly play as many games as possible to understand what could make a great rule based game.

In workshops for this project we will outline agile methods and conditional design approaches to support iterative, user centred design, you will use these methods to improve your design via iterations and pivots and this will involve a series of user tests and rapid prototyping. It is key that you use feedback and rapid prototyping to iterate your game. Feel free to use the 3d printer in the studio to make pieces and dice.

Theme based video games

The following game was created from the theme

Immortal, learn to die

http://retrogamecrunch.com/games/1

You can see the game was made in 72 hours after the theme was chosen and then released for comments, the game was then improved over the next few weeks. Compare the 72 hour version to the finished game.

In total six games were created this way from different themes at the following URLs
http://retrogamecrunch.com/games/2 or **/3** or **/4** or **/5** or **/6**

Although these are video games this should give you some ideas around theme game construction and user feedback decision making.

On Friday 6th of Feb we will invite staff and students to come and play your games, you will use this session to gain **additional** external user feedback and should consider this a user testing session.

Research

Your research should include: target audience / top played / your favourites, quickly analyse why a specific game is good. First hand research should be undertaken in The Toy Cupboard in Winchester, see what they have, ask what the sell, ask what they are looking to buy. http://thetoycupboard.co.uk/

Some Starters:

Lean UX: Getting Out Of The Deliverables Business - Smashing Magazine (2011) Lean UX: Getting Out Of The Deliverables Business - Smashing Magazine. Available at: http://www.smashingmagazine.com/2011/03/07/lean-ux-getting-out-of-the-deliverables-business/ (Accessed: 23 January 2015).

Gothelf, J. and Seiden, J. (2013) Lean UX. 'O'Reilly Media, Inc.'.
Frederick, M. (2007) 101 Things I Learned in Architecture School. Mit Press.

Board Games - Online Board Games - Play Boardgames, boardgamespub.com. Available at: http://www.boardgamespub.com/ (Accessed: 23 January 2015).

BoardGameGeek | Gaming Unplugged Since 2000, boardgamegeek.com. Available at: http://www.boardgamegeek.com/ (Accessed: 23 January 2015).

Some Example Games with different styles

Mousetrap
Tic-Tac-Toe
Settlers of Catan
Dixit
Buccaneer

Assessment evidence

- Crit Attendance (Monday 9th Feb before launch)
- All supporting work/ sketches/ notes/ photocopies sketchbooks this should be collated and bound.

Learning Outcomes

Please refer to the module description on sussed for full details on this module.

Aside

Assessment

Final summative assessment will take place on the 14th of May 2015.

Tutors

Adam Procter, Andy Lapham, James Stallwood.

Programme Administrator

Emma Cutler

Health & Safety

http://wsa.wikidot.com/healthandsafety/

It is the duty of all students to work in a safe & healthy manner and to have a duty of care unto yourself and others. Please ensure that you are aware of the relevant health and safety requirements for all activities that you undertake during your study. In particular you must refer to Studio & Workshop codes of practice, attend all mandatory & relevant training and refer to the traffic light system for equipment use. Please check with your academic staff if you are required to complete a project proposal from and/or specific risk assessment.

References

Wikipedia | Available at: https://en.wikipedia.org/wiki/Board_game (Accessed: 23 January 2015).