

GOOD/PRINCIPLE

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SPELL CHECK

PRINCIPLE CARD

Proper spelling increases legibility and promotes easy understanding. You also don't look like an idiot.

CHARTJUNK

PRINCIPLE CARD

When a project is filled with unneeded info that bears little relevance to your work, it detracts from the overall design. Recognition of it grants its removal.

VOTED PRESIDENT

INSTANT CARD

YOURSELF



ACADEMIC PROBATION

INSTANT CARD

PLAYERS WITH:



They skip their next x turn (s). x = to the number of bad standing counters they have.

INFO OVERLOAD

PRINCIPLE CARD

When you have filled the project with way too much info, it is cluttered and tight. Recognition of it grants its removal.

REPRESENT DATA ACCURATELY

PRINCIPLE CARD

Labeling is needed so that the viewer knows what something stands for. Mislabeling results in confusion. Recognition of it grants its removal.

SITE YOUR SOURCES

PRINCIPLE CARD

In information design it is very important that the data you are representing is true. Failing to site your sources invalidates your project.

GOOD COLOR CHOICE

PRINCIPLE CARD

When colors are close to one another or provide too much contrast to the point it is distracting, then it detracts from your design. Thus color choice is important.

ESCAPING FLATLANDS

PRINCIPLE CARD

Making graphs three-dimensional makes the data hard to read, and can create data misinterpretations. Recognition of it grants its removal.

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HUGE SCANDAL

INSTANT CARD

PLAYERS WITH BOTH:



They lose their next turn and:



ACADEMIC PROBATION

INSTANT CARD

PLAYERS WITH:



They skip their next x turn (s). x = to the number of bad standing counters they have. Those players lose 1 bad standing counter.

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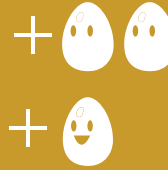
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WON BEST DESIGN

INSTANT CARD

YOURSELF



REFERRAL

INSTANT CARD

PLAYERS WITH:



THEY:



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TEACHER IS ILL

INSTANT CARD

Due date is extended by 2 turns.

YOU WERE IN AN ACCIDENT

INSTANT CARD

YOURSELF:

You are exempt from this turn's due date. If you were the bottom player, the player with the second most clutter takes your place.

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