

Animation booklet:

UXSCAPE

1 - Introduction :

Narrative Context:

A pleasure sailboat runs aground in the middle of the sea, the castaways of the boat find themselves on a desert island and must find a solution to get out of it! Building a raft seems to be the best option.

A volcano threatens the island and rumbles, it will certainly erupt in a short time, the castaways have to leave the island after 60 minutes.

Objective of the game and pedagogical intention:

This serious game has been designed to raise awareness of the methods and mentality of UX.

It is a 60-minute collaborative game playable by 6 to 9 players.

Check that the room reserved is a creativity room, large enough to possibly accommodate 2 groups and that it contains a video projector or a TV

2 - What's in the box:

- Rules of the game
- Animation booklet
- Character cards
- Item Cards
- Board
- 4 Scroll methods
- 18 Kaplas
- 3 Fabric sails
- 4 Strings
- Sticks
- 1 propeller
- 1 motor
- 1 straw hat
- Sheet of paper
- Pencils

Computer or mobile phone + speaker:

- Wave sound: Search wave sound on YouTube
https://www.youtube.com/watch?v=q1095iL7tQM&t=21s&ab_channel=MusiqueRelaxante-M%C3%A9ditation%2CDormiretBerceuse

- son d'éruption volcanique : Recherche volcano sounds youtube
<https://www.youtube.com/watch?v=Rrp7JdWNfwk&t=6s>

List of cards:

9 character cards

- Captain

- Technician
- Technician
- Journalist
- Designer
- Tourist Influencer
- Tourist Laboratory Technician
- Survivalist Tourist
- Globetrotting Tourist

60 Item Cards:

- 18 water bottle cards (=1 water ration / trip / shipwrecked)
- 18 Wooden Log Cards (=1 place / castaway, **don't tell the player**)
- 4 Rope Cards
- 3 sailing cards
- 1 maritime map
- 1 engine board
- 1 motorboat propeller card
- 1 Chemical Element Cards
- 1 wood saw card
- 1 fork card
- 1 guide map of the best raft
- 1 Adventurer Hat Card
- 1 cushion card
- 1 tree trunk card
- 1 filter water bottle card
- 2 method cards (1 interview card, 1 observation card)
- 4 Spell Cards (2 Lucky Cards, 2 Bad Luck Cards)


3 - Implementation:


How to install the game:

Allow a timer of **60 minutes**, maximum playing time.

The board is divided into 4 areas where you can place the cards, indicated by squares and an icon, also present on the back of the cards:

- the wooden log  for the logs,

- drop  for water bottles,

- The magnifying glass  for the wreck of the ship that players arrived with and where there may be some interesting items.

- the cogwheel  for the interview and observation method maps

Careful!! Cards must also be hidden in the room!! These cards do not have an icon on their back.

As part of the observation method, the player (who has chosen to apply this method during his turn) will be asked to explore the room to look for objects.

Tips: hide the cards well so that they are not visible before the start of the game but not impossible to find either

Distribution of cards:

On the plateau are:

- 12 woods in the woodwork pickaxe
- 12 waters in the water deck
- 2 method cards (interview and observation)
- 15 cards in the wreck deck:
 - 3 Log Cards
 - 3 Water Bottle Cards
 - 2 Rope Cards
 - 1 Sail cards
 - 1 maritime map
 - 1 Engine Card
 - 1 motorboat propeller card
 - 1 fork card
 - 1 wood saw card (tools for the survivalist tourist)
 - 1 map The guide to the best raft

In the room are:

- 15 Hidden Cards:
 - 3 Wooden Log Cards

- 3 Water Bottle Cards
- 2 rope cards
- 2 Sail Cards
- 1 Adventurer's Hat Card
- 1 tree trunk card
- 1 Cushion Card
- 1 filter water bottle card (tools for the globetrotting tourist)
- 1 chemical products card (used by the tourist laboratory assistant)

- The Spell Trick cards are kept by the Game Master

List of characters:

- Captain: equivalent to a PO / project manager in a team
- Technician: equivalent to a developer in a team
- Technician: equivalent to a developer in a team
- Journalist: equivalent of a UX Designer
- Designer: Equivalent to a UI Designer
- Globe-trotting tourist: equivalent to a user with specific skills and needs
- Laboratory tourist: equivalent to a user with specific skills and needs
- Survivalist tourist: equivalent to a user with specific skills and needs
- Tourist influencer: equivalent to a user with specific skills and needs

Characters required to play:

For 6 players

- Captain
- Technician
- Technician
- Journalist
- Designer
- Tourist Influencer

For 7 players: add the Tourist Laboratory Technician

For 8 players: adding one of the remaining characters doesn't matter for the rest of the game.

4 - Progress of a game:

Before starting the 60-minute clock

Each player takes a character card at random.

Players take a tour of introducing their character.





CAREFUL!!!! Players must not reveal the information on the back of their cards. They can put the card face up.

DO NOT EXPLICITLY REVEAL OR READ ALOUD THE BACK OF THE CARD!! On these cards you will find:

- Information about your character and your role in the front side cruise
- Constraints/skills that no one should under **any circumstances explicitly reveal or read this information aloud!**

The timer can then be started.

Turn-based action :

- The captain starts the game
- Each player takes turns
- The player must perform only one possible action between:
 - Searching for wood for the raft in the wooden log pickaxe 
 - Fetch water to survive the journey in the pickaxe water bottle , 1 bottle equals one ration for 1 person/trip
 - Draw a card from the wreck pocket 
 - Use the interview method and question another player to find out what they are hiding .
(A player may not interview **only one player at a time**) the interview lasts a maximum of **2 minutes** (pink hourglass). **The player must then read the scroll of the blue color aloud for all players.**
 - Use the observation method and explore the room to find object cards that are hidden and that can help you. The observation lasts **30 seconds** (black hourglass) **The player must then read the scroll of the color Green aloud for all players.**

If players choose to use the interview or observation methods, they must take the corresponding method scroll. The latter are identifiable by the color of their cord:

- Blue = interview
- Vert = observation

They must then read aloud for all players, the reading of the scrolls is **mandatory**.

- Use a character-related skill (counts as an action)

As this game is a collaborative game, all the cards drawn and found by the players are shared with all the players.

At the end of each round of the table, the players have the possibility, as a team, to try to leave the island (make an iteration of the raft)

- He then leaves for a design studio workshop (orange parchment) where they will together **model** their raft from the information and resources they have collected (wooden logs, mast, sail, ropes, various objects)

This phase lasts 5 minutes (green hourglass)

Once the design studio workshop is over, they have to build their raft, this is the **prototyping phase**, so we give them the elements (kaplas, pieces of fabric, sticks, pieces of string) to make it. The number of items dealt corresponds to the number of cards found (e.g., 2 string cards found = 2 pieces of string)

This phase lasts 5 minutes (green hourglass)

Taking into account the information and elements found, the attempt is either a failure or a success.

If they fail, players randomly draw a treasure card offered by the game master.

Example of a round table:

Michel, who plays the captain, starts the game. In turn, he chose to dig wood from the log pickaxe. He shares it with the rest of the players.

It is then the turn of Valentin, who plays the technician, he in turn chooses to apply the observation method. So, he takes the method scroll and reads it aloud for all the players. By turning the black hourglass over, he then has 30 seconds to find as many cards as possible hidden in the room. At the end of his search, the players count the cards found.

Then comes Emma's turn, who plays the influencer tourist. She in turn decides to draw a card from the wreckage deck. She shares it with the rest of the players.

It's Martine's turn to play, she embodies the Technician. Her character can draw an extra ration of wood each turn, so she decides to draw wood and therefore takes 2 cards that she shares with the rest of the players.

Julie begins her turn, as a designer, she decides to apply the Interview method to discover information about Valentin. So she takes the method scroll and reads it aloud for all the players. She then has 2 minutes (pink hourglass) to ask questions in order to discover her constraint and how to address it. This interview is done in front of all the players so the information is shared. At the end of the 2 minutes, players can take stock of the information collected.

Romain then acts, as a journalist. His character allows him to read the masked constraint of another player. He decides to read Emma's card. The information he collects is personal and does not reveal it to other players, but he will be able to direct the game and the construction of the raft according to this additional information.

Chris plays in turn, he plays the tourist laboratory assistant. He chooses to draw water. She shares her resource with the rest of the group.

Megane takes over as a globetrotting tourist, she decides to draw a card from the wreck map and share it with the players.

Finally, Jean, as a survivalist tourist, also chooses to apply the observation method. The method parchment having already been read by Valentine; he does not need to read it again. He therefore has 30 seconds to find as many cards as possible hidden in the room. At the end of his search, the players count the cards found.

The round table is over, the players can then consult each other and make the decision to make a first iteration of their raft. Despite the obvious lack of resources, he decides to take the plunge to learn information during this attempt.

They then start with the design studio method, the game master gives them the corresponding scroll (orange). One of the players then reads this scroll aloud for everyone. The players therefore have 5 minutes to designate their raft on a sheet, they must take into account the resources they have collected and the information available to the journalist who guides them thanks to the latter.

At the end of these first 5 minutes, players then have 5 minutes to prototype/build their raft using the construction elements (kaplas, sails, strings, engine, propellers, etc.).

Once the prototyping is complete or the time is up, players present their raft to the game master. The latter tells them success or failure according to the criteria that only he knows. Here it is a failure because several criteria are not met, such as the lack of water ration for all players.

If the attempt fails, as is the case in our example, the captain, Michel, draws a lucky card. Luckily, he draws a chance card, which tells them that 1 log is equal to 1 place on the raft.

The players start playing again in turn.

Success criteria:

All the characters' constraints were **discovered and addressed**.

- Resource constraint, space on the raft and enough water for all the players present.
- **The captain's back pain**, he needs a comfortable place on the raft = cousin found and used for the captain
- **Extra space on the raft for the tourist photographer in a wheelchair** = enough space is provided on the raft and therefore an additional wooden log card is required
- **The technician's sun allergy** = a sail is used to create shade on the raft
- **The Sunstrokes of the Journalist** = the hat is dedicated to him for the trip
- **The technician who consumes 1 additional ration of water** = an additional bottle of water card is provided for the journey
- **The maritime map that reveals that there is no wind for the first few kilometers and that it is impossible to sail** = oar built where the tourist laboratory technician uses her skills to synthesize fuel to operate the engine and propeller **(requires finding the maps: engine, propeller and chemicals)**

Character-related power :

- The Technician: can draw 1 additional wood card (**only if he chooses to take wood**)
- The Journalist: can read the masked constraint of a castaway of his choice (**once per all only**)
- The Globetrotter tourist: can draw an additional ration of water (**only if the filter bottle is found and if he decides to draw water, in which case the game master tells him** that he can do so)

- The Tourist Laboratory Assistant: can synthesize fuel from chemicals, which unlocks the use of the engine and propeller (**requires finding the cards: engine, propeller and chemicals**)
- The survivalist tourist: can draw an additional wood card (**only if the wood saw is found and if he decides to draw wood**)
- The Designer: if the guide map of the best raft is found, he can use the design system method (red parchment) (reduction of the number of logs needed to make the raft (-2 logs))

