Card game and presentation notes (exemplar)



## Game design

My final idea for the promotional card game is a matching game that involves a customized deck consisting of 10 pairs. One card in each pair is a picture of a particular type of dog and the other card is a description of that dog breed. All cards are placed face down and players turn two over until they get a match.

After my first prompt, "Design a card game about dog breeds," the original output was a complex, point-scoring game. I thought the pet care company's customers would be motivated to play a simple game that appealed to their love of animals, but I didn't think they wanted to learn a lot of complex rules. Therefore, after evaluating this output, I prompted the conversational AI tool to change the game to a matching game. The matching game it produced was simple enough, so next I thought about the deck of cards. I asked the AI tool to give suggestions for a customized design for these cards that would appeal to pet owners. I reviewed several suggestions and used my insight about how their customers enjoy learning new facts about their pets before choosing the idea that involved descriptions of dog breeds.

## Presentation outline

Major components of my final presentation outline include an introduction to hook the audience's interest, a description of the game, and a focus on the game’s promotional benefits. I also plan to add time for questions.

After my initial prompt, I evaluated the output. I felt the suggestions to include an introduction, information on how to play the game, and time for questions and answers were helpful. However, I realized that my audience, the pet care company, would need to know how this game would help promote their brand, so I prompted the conversational AI tool to add that information to the outline. I also liked the tips to hook the audience in the introduction but wanted specific suggestions about what I could say. Therefore, I followed up with a prompt about that, reviewed the suggestions in the output, and added an idea I liked—with a few modifications—to my plan for the presentation.

## Presentation image

I wanted an image that would evoke both the joy and playfulness of being a pet owner and connect that to the promotional card game. To create this energy, I generated an image of a happy dog sitting in front of a deck of cards. The dog is sitting at the kitchen table, a place associated with care and nourishment.

I initially used the prompt "Create an image of a smiling dog with a deck of cards on the kitchen table." I liked the general idea, but the output consisted of photo-realistic images. I wanted something that would create more of an impression rather than a focus on sharper details. For this reason, I added "digital art" to my request. Overall, I liked the images it generated but reflected on the color scheme. I considered that a blue and orange color scheme would create a dynamic image and adjusted my request to create a final prompt of "Create an image of a smiling dog with a deck of cards on the kitchen table. Generate this image in a digital art style with orange and blue tones."