

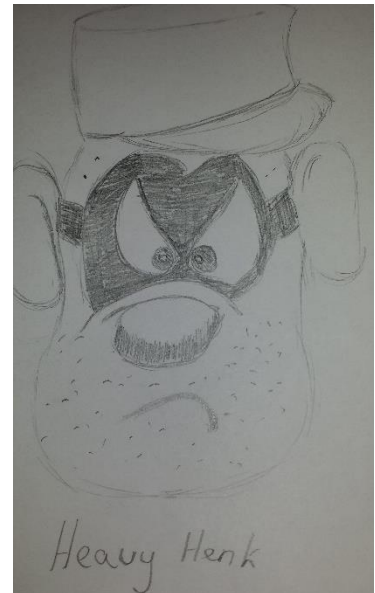
Duck Tales Bookkeeping game – Workshop idea

A game to learn bookkeeping. Experiences from different group members learned us, that bookkeeping is a difficult topic to learn. Main difficulties in bookkeeping are the many terms as well the way of handling values through the different aspects of bookkeeping. Initially the idea of the game was to let the player play the game as a very old fashion bookkeeper. The player learns the aspects of bookkeeping in a more visualized way. Normally this very helpful in explaining bookkeeping to people who have problems learning it.

During the serious game workshop given on 15 April, we learned to make it funny. Place the problem or idea in a different context. To make it more funny and easier understandable we took the initial idea and place it in a Duck Tales context.

The player is an imprisoned citizen of Duck Tales “Heavy Henk”.

The only thing Heavy Henk has is a 10 cents coin. With only 10 cents he has to buy and trade stuff (e.g. Cigarettes, Drugs and Weapons) with other prisoners. Furthermore, he could pay money to warders for prison advantages.



During the prison time of Heavy Henk, he has to register everything in his bookkeeping (Mainly a Ledger), if he fails he has to stay longer in prison and loses money. If he succeed he gets a position in the Duck Cartel. of one of most infamous Duck City Mafia's.

