

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."