

KW 8 – Paper Prototype

Paper Prototype – Simulation of a (digital) game as an analog board game. (Analogous to wire-framing for apps/websites...). In this exercise you are to create a paper prototype for a board game. The final prototype should therefore not be the draft for a digital game.

Teams of 2: We recommend working on this exercise with another person from the class.

EXERCISE (TEAMS OF 2)

- a. **Core Idea:** Do a 10-minute brainstorming session for a core idea for the game you want to create. You can start from a board game you already know.

Summarise the idea in a simple **Core Experience Sentence:** “A board game like ‘Eile mit Weile’ but with a shooting mechanic.”

- b. **Prepare** the play field and objects with Paper, Post-Its or Lego. Set the rules of the game during the preparation: What is the goal, what are the rules, how to play?
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- c. **Playtest:** Play the game seriously and try to make all the relevant rules visible. Try things out, break the system! What would be fun to do as a player in the game?
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- d. **Iterate:** Change the playing field and rules, playtest and iterate again until you are happy with the playing experience.

Excercise submission: Please upload a photo of your Paperprototype. Add your Core Experience Sentence and a short description of the game and the core mechanics.