

# Game Design Activity

---

Goals: stimulate creativity; experience game design

## PART 1: DESIGN (20-30 min)

You have 20-30 minutes to design a game that meets the following criterion:

1. Playable to completion in 8 minutes or less.
2. Requires at most 3 players.
3. Completely explained on the provided rule sheet.
4. Contains at most 7 rules.
5. Uses only the provided materials in the game kit.

You can use only these materials as raw materials and construction tools for crafting your game. However, you are not required to use them all and you are encouraged to use them in unconventional ways.

Your goal is to design A game, not a GREAT game. Nobody expects perfection from such limited materials and time! Be creative and enjoy yourself.

Write down your rules on the rule sheet.

## PART 2: PLAYTEST

Once everyone has their game ready, then we'll rotate teams and play each other's games. One person will stay with your game to explain it to the other team.

## PART 3: REVISION

Tell the team whose game you played what you thought. Then, hear from the team that played your game and make revisions to your game to make it better.

## PART 4: PLAYTEST

We'll swap games again to see how it goes! This time, no one stays to explain the game.

## FOLLOWUP:

Think about what you observed in the playtests and what you learned about game design from the exercise. You are encouraged to revise your game (or one of the ones that you played...) further after the exercise, without any constraints on material, players, or time.

Adapted from *Creating Games: Mechanics, Content, and Technology* by McGuire and Jenkins

**Game Title:** \_\_\_\_\_

**Team Members:**

_____	_____
_____	_____

For \_\_\_\_ - \_\_\_\_ players

**Winning Condition:**

\_\_\_\_\_

\_\_\_\_\_

**Playing Pieces:**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Game Setup:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Rules:**

1. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

2. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

3. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

4. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

5. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

6. \_\_\_\_\_

\_\_\_\_\_

7. \_\_\_\_\_

\_\_\_\_\_