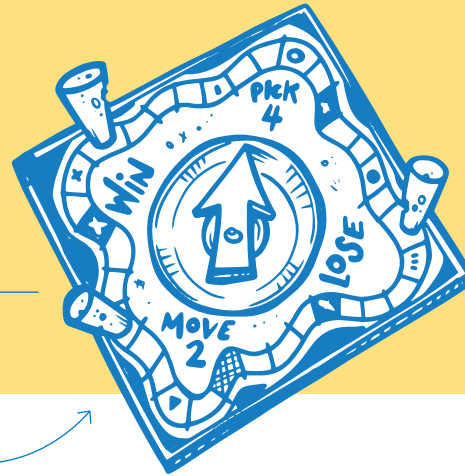


# Game On! Project Guide

## PROJECT OVERVIEW:

Use the design thinking process to create a new board game that reflects the needs and preferences of a defined user.



Project Intro Video:  
Game On!



Inspirational Video:  
Exploding Kittens  
Game Explained



## PROJECT CATEGORY:

Design

## DIFFICULTY LEVEL:

Beginner

## TIME RANGE:

60 - 120 minutes

## ESSENTIAL SKILLS/ MINDSETS THAT YOU MAY LEARN:

Design Thinking

Iteration

Tinkering

Collaboration

Resiliency

Failure Leading to  
Success

## TOOLS AND MATERIALS:

- One piece of medium-size foam core (Michaels, craft store) for the game board base
- Various tapes or adhesives
- Colorful markers, crayons, felt pens, pencils, etc.
- Assorted papers: blank, colored, graph
- Scissors
- Craft items to create spinners, cards, game pieces, etc.
  - Index cards
  - PlayDoh or air-dry clay
  - Chenille stems (pipe cleaners)
  - Brass fasteners

## AT HOME SUBSTITUTIONS:

- A solid game board base is a must, if you don't have foam core, a piece of cardboard box will suffice.

## MATERIAL PURCHASE LINK:

<http://tiny.cc/Intelbuylist>

## Project Steps Prepare

- 1 Form a group (2 to 4 people is best but you may also do this individually) [02]
- 2 Watch the intro and inspire-to videos. [08]
- 3 Talk about and discuss games you've played before and why you liked them. [03]

# Empathize

4 Review the design thinking process by watching the “Dash of Design” video. [05]

5 Brainstorm ideas of who your game player will be. [08]

Think about their needs, wants and desires, and what will make the game fun and useful for their situation?

# Define

6 Define a vision and vision statement for your game. [03]

Think about their needs, wants and desires, and what will make the game fun and useful for their situation?

7 Based on the vision, pick a theme for your game. [05]

# Ideate

8 Decide how players will move around the board and win your game. [05]

9 Incorporate various game mechanics to finalize your game design. [05]

# Prototype

10 Get your materials, sketch out game components, and start to build your prototype! [15]

# Test

11 Test-play the game to gain understanding and see how it works. [10]

# Reflect

11 Get feedback from others on what worked and what did not work in your new game. [05]

# Expand It!

Here are some ideas for taking this activity to the next level:

- **Add a second or third session to provide time to iterate:** Iterate and improve based on your play testing notes. What problems do you need to address? How might you make changes?
- **Add a Restriction: How would the design change if you added a restriction?** Limit the number of players, the number of rules, the types of components, or the duration of the game. Use Boardgamizer.com for additional restriction options.

## THEME BUILDING QUESTIONS:

Use the items below to help you design the best theme for your game.

- **Setting-** where does your game take place?
- **Characters-** are all of the characters/pieces the same (like monopoly) or different with different abilities (like chess)?
- **Actions/Events -**how does the game end? How do players win? What happens during each round or turn?

## QUESTIONS TO CONSIDER:

- How will they win?
- Will they gain points or collect resources?
- Will your game involve a spinner, dice, or card draws?
- Will your game be strategy, chance or a blend of both?

## HELPFUL RESOURCES:

Dig deeper into game design using the following websites. They are packed with information, ideas, and examples:

- Random Idea Generator: <http://www.boardgamizer.com>
- BGG Mechanics List: <https://boardgamegeek.com/browse/boardgamemechanic>
- Board Game Geek: <https://boardgamegeek.com>

## NEED MORE HELP AND INFORMATION?

Contact us at: [intelfutureskills@intel.com](mailto:intelfutureskills@intel.com)

## PRO-TIPS:

Most good games have:

Scarcity – Limited resources, time, space.

Chance – A random or unpredictable element.

Control – Meaningful choices or actions for players.

Progression – Change or development over time. Each turn should be different.

Interaction – Choices affect the board and other players.

Does your design include these? How might it?

