The People in My Life Through Games

Assignment #1 – CMS.301: Spring 2016

Summary: The task is to make a social interaction map of the people in your daily life via games.

Learning Goals: Practice alternative ways to understand players and their social contexts. Practice generating inspirational materials for the design process. This is also an exercise in presentation technique.

Key Dates

- Session 2: Exercise presented in class.
- Session 3: Completed interaction map due one hour before class. Submit a jpeg on the course website of the interaction map to be displayed using the projector at the crit session.
 One submission per student. Make sure to submit to the correct section!

Assignment Description

This is an individual assignment. Students draw a map with themselves in the center connecting to the people they interact with socially through games. (The interaction can be one-way.) Every connection has to have a game between the people, but it doesn't have to be games you've played with these people. It can also be games you talk about, watch, read about, etc. Try to include people close to you, but you can also add people you don't know personally, such as a gaming celebrity, or people you don't know who they are, such as a designer. You are allowed to use text, for instance to put names to the different people, but try sticking to drawing as much as possible. You are allowed to use aliases or avoiding putting names to some persons. Don't include sensitive personal information. Use simple figures to represent people and make up stylized icons for whatever you need to represent such as computers, board games, consoles etc.

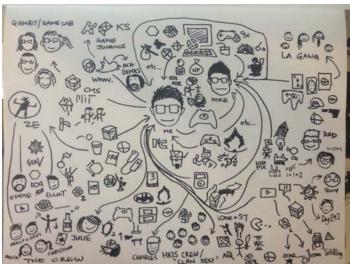


Figure 1. High-density example of student submission. (Courtesy of Stephen Suen. Used with permission.)

Fill the map with as many persons, games, and connections as you can fit in an image without it getting illegible when projected in the classroom and that you can get through in 4 minutes. (8-16 connections seems to be the norm.)

On Session 3, the instructor will display the jpegs and each student will have four minutes to tell us about the people in their life through games. (Rehearse the presentation for timing.)

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