Session 24, 5/14/07
Learning Week: Games and Game Design

• Games and Game Design
  o We’ll be focusing particularly on board games
  o Have you ever designed a game before?
  o What kind of game do you like to play?
  o Do you ever wish that the games you play were different, like that they had smaller penalties for mistakes?
    ▪ How could we alter the par in golf, for example? How is that best determined?
  o Today we’ll all be designing board games in groups
    ▪ You each get:
      • A checker board to play on
      • A handful of coins to use as game pieces
      • Dice, to create an element of chance if you like
    ▪ You could base your game off of familiar games, such as checkers or Dungeons and Dragons
    ▪ There will be an initial design period of 10-15 minutes where you discuss the rules with your partner
    ▪ Then there will be ten minutes with your partner to play it and test it out
    ▪ Then there will be two more ten minute sessions, where each partner gets to spend one period explaining the game to somebody from another group, and then on period learning a game that another group created
    ▪ Then we’ll all get back together as a larger group and discuss how the games went.