

Session 24, 5/14/07

Learning Week: Games and Game Design

- Games and Game Design
 - We'll be focusing particularly on board games
 - Have you ever designed a game before?
 - What kind of game do you like to play?
 - 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?
 - 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.