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GAME
OF
GAMES

OBJECTIVES

THE GAME OF GAMES IS DESIGNED TO TEACH ANYONE THE BASICS OF GAME DESIGN, THE POWER OF USING GAMES FOR LEARNING, AND THE CONFIDENCE THAT THEY CAN BE AWESOME GAME DESIGNERS IN LITTLE TIME.

TO UNLOCK THEIR FULL CREATIVE POTENTIAL, PLAYERS NEED TO BE FREED FROM THEIR GAME PLAYING HISTORIES BY BREAKING DOWN GAMES INTO THEIR ESSENTIAL ELEMENTS, LEARNING THIS ALPHABET AND MAKING NEW COMBINATIONS THAT CULMINATE INTO REAL GAME CONCEPTS.

YOU CAN USE THE CARD DECK IN WHATEVER WAY YOU WISH TO MAKE THIS HAPPEN. HERE ARE A FEW SUGGESTIONS TO GET YOU STARTED.

THE ALPHABET

PILE SORTING: PLAYERS ARE GIVEN THE DECK OF MECHANIC CARDS AND TASKED WITH SORTING THEM INTO CATEGORIES.

- ANY KIND OF CATEGORY COUNTS.
- FIND A CATEGORY FOR EVERY MECHANIC.
- MAKE SURE NO MECHANIC IS ON ITS OWN.

MATCHING: USING ANY OF THE DECKS (MECHANICS, SETTINGS, COMPONENTS, LEARNING OBJECTIVES AND TRICKS), TRY TO MATCH THE ELEMENT WITH A REAL GAME.

WORKING IN GROUPS AGAINST OTHER GROUPS AND ENFORCING A TIME LIMIT CAN REALLY HELP YOU LEARN THIS ALPHABET.

CONCEPT GENERATOR

PLAYERS ARE ASSIGNED/CHOOSE ELEMENTS FROM THE DIFFERENT DECKS. FOR EXAMPLE:

- 1 LEARNING OBJECTIVE
- 1 SETTING
- 2 COMPONENTS
- 3 MECHANICS
- 1 LEARNING TRICK

THEY ARE TASKED WITH COMING UP WITH A UNIQUE GAME CONCEPT THAT MUST INCLUDE (BUT IS NOT LIMITED TO) ALL THOSE ELEMENTS. PLAYERS FILL OUT THE GAME CONCEPT FORM AND THEIR CONCEPTS ARE ASSESSED.

WORKING IN GROUPS ON THE SAME CONDITIONS AND ADDING A BEST CONCEPT WINS ADDS EXCITEMENT. ASSESSING BY VOTE (NOT ON YOUR OWN) IS ALSO FUN AND INSIGHTFUL.

CONCEPT EVOLUTION

PLAYERS NEED TO GET USED TO THE EXPERIENCE OF RECEIVING FEEDBACK ON CREATIVE CONCEPTS AND INCORPORATING FEEDBACK INTO NEW DESIGNS.

A QUIRKY HUMAN TRAIT OF OURS IS TO OVERVALUE THE THINGS WE BUILD OURSELVES. GETTING CRITICAL FEEDBACK ON OUR IDEAS IS TOUGH. TAKING IT IN AND REALLY WORKING WITH IT IS A SKILL MOST OF US COULD WORK ON. HERE ARE TWO WAYS TO MAKE THIS EASIER AND FUN:

SABOTAGE: TAKE AWAY AND/OR INSERT NEW ELEMENTS INTO A PLAYERS'/GROUPS' INITIAL DESIGN.

CO-CREATION: ROTATE DESIGNS TO OTHER PLAYERS TO BUILD ON AND MAKE IMPROVEMENTS.