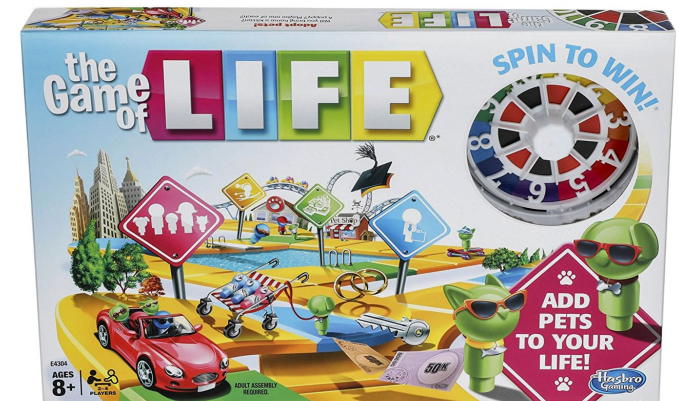


ENVIRONMENT BOARD GAME DESIGN PROJECT



Project Aim:

To design and make from materials you have in your house a board game which will teach young children about the environment.



INITIAL THOUGHTS

What is your favourite Board game?

What is your favourite Computer game?

What do you like about playing games?

Why are games good?

Are there any bad aspects to playing games?

What effect does gaming have on your health?

Discuss these questions with a friend using facetime, messenger or other Apps.

INTRODUCTION TO PROJECT

Board games are a great way to improve social interaction, have fun and learn important social skills. Games can also be educational.

Your task is to follow the pages in the Digital Portfolio to show

- Research
- Designing
- Making
- Evaluation

YOU WILL CREATE YOUR OWN DIGITAL PORTFOLIO TO SHARE YOUR WORK WITH YOUR TEACHER. TAKE PHOTOS OF YOUR DESIGN WORK IF YOU DRAW IT BY HAND

STRUCTURE OF THE PROJECT

You will need to create a document that shows all the areas listed in this help guide.

- Mind map
- Research
 - Existing Products
 - Customer Profile
 - Mood/ Theme Board
- Initial Ideas
- Final design
- Actual Product
 - Board Game
 - Counters
 - Cards (if using)
 - Instructions
- Packaging Design

What is a mind map?

A visual diagram used for gathering information

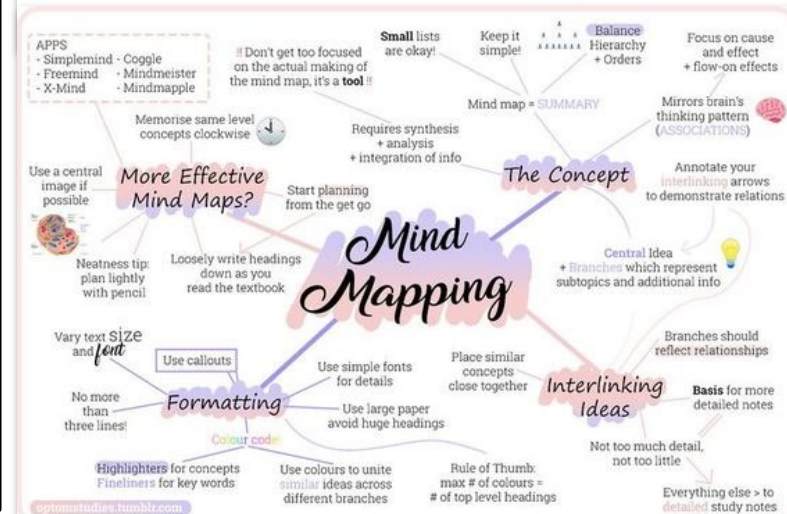
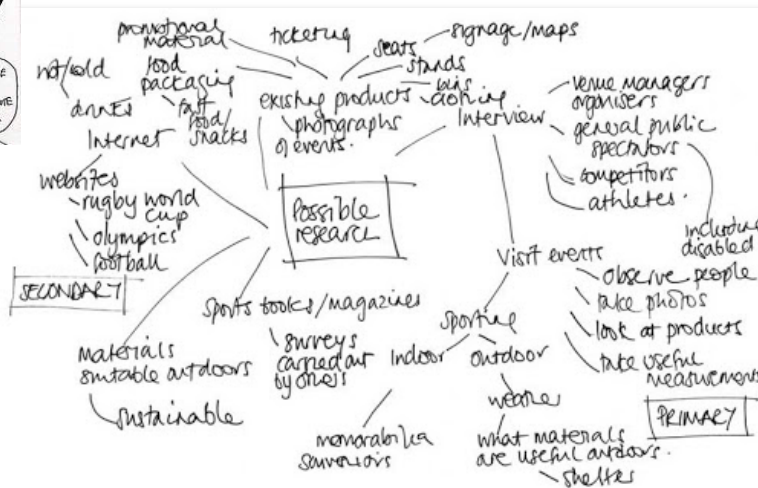
TASK: CREATE A MIND MAP

Create a visual mind map based on the design brief. You should create an 'arm' for each of the key words. You can create one on paper on the computer.

OR

Suggested Apps (Websites)

<https://app.mindmup.com/>
<https://bubbl.us/>
<https://app.mindmapmaker.org/#m:new>



Key Words

- Aesthetics
- Customer
- Cost
- Environment
- Safety
- Size
- Function
- Materials

TASK ANALYSIS

Mindmap your ideas for a board game using the following categories;

Aesthetics; Col our schemes, Themes, Shapes, Patterns,

Customer; Who are games aimed at? Who do you want to design for?

Age, Gender, Location

Cost; How much do board games cost,

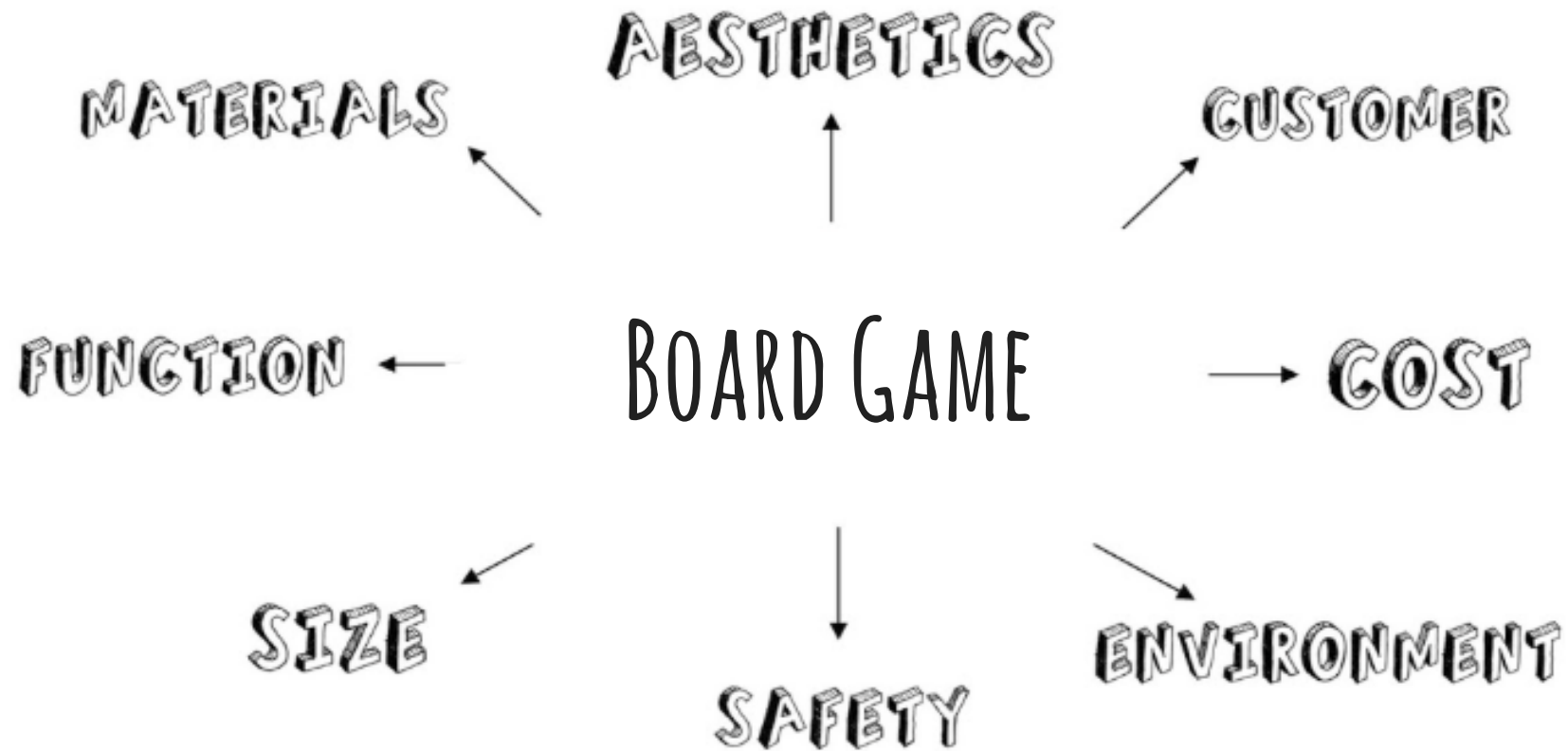
Environment; How can you use the game to promote environmental issues?

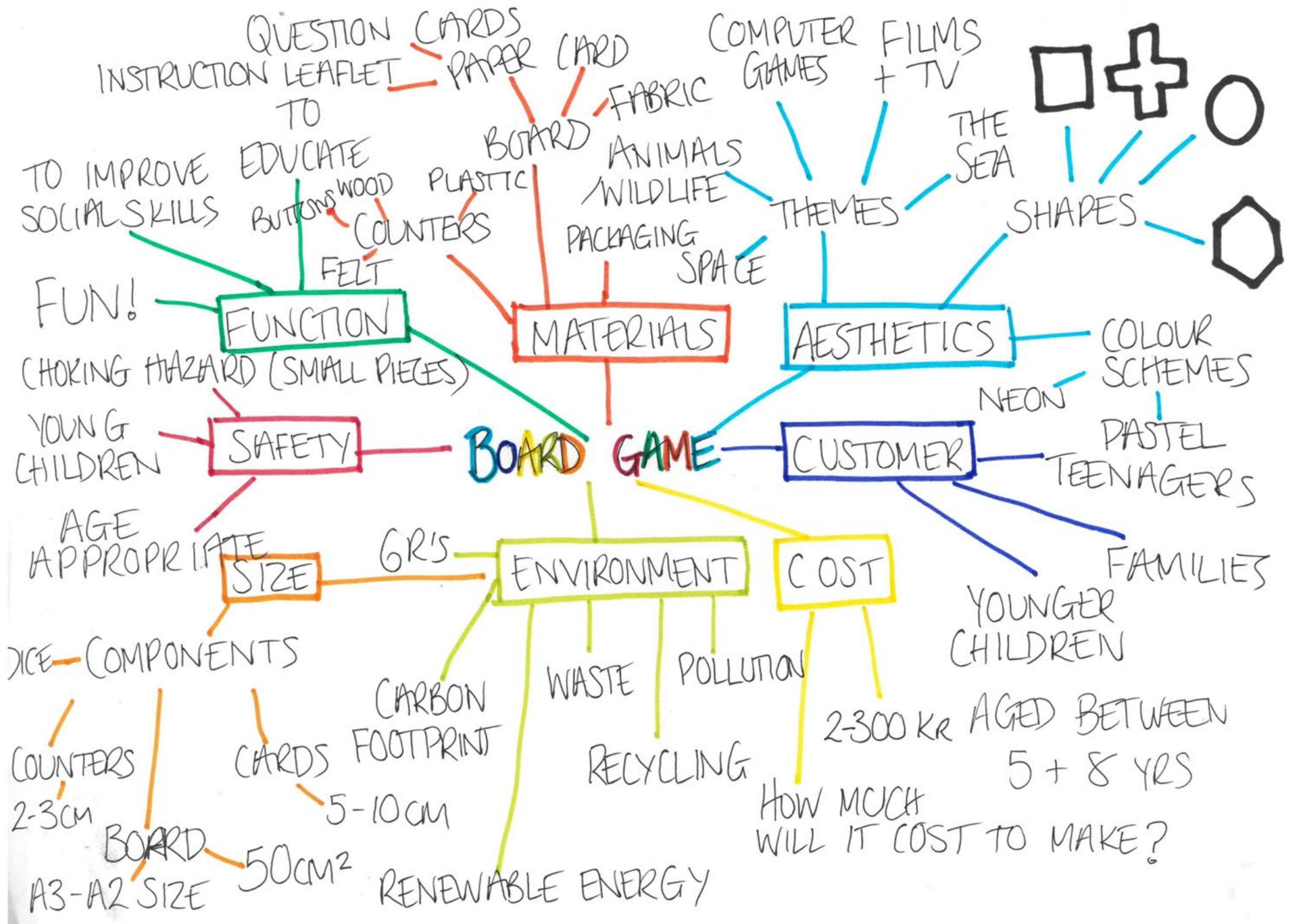
Size; How big are Board games (in centimeters)

Safety; Can you think of any safety concerns for board games, particularly for children, age limits.

Function; Why do we play games? What are their purpose?

Materials; What materials are board games made from?





ENVIRONMENTAL ISSUES

What are the most important environmental issues which need to be addressed?

Why is it important to raise awareness?

Here are a couple of videos to give you some ideas;

<https://youtu.be/KhAuJ0GqgLo>

<https://youtu.be/YHZk4zGHI1A>

What environmental issue could you promote through your game?

CUSTOMER PROFILE



Who will your board game be aimed at?

Age:

Gender :

Locat i on:

What are their hobbies and interests?

You need to think about who is most likely to buy your game and what kinds of things will they like. You need to target your customers wants and needs to ensure it sells well.

CUSTOMER PROFILE:EXAMPLE



- I am going to design a board game which is aimed mainly at families with children aged between 5 and 10 years old but ideally it will be suitable for all ages.
- It is not gender specific so it is fully inclusive.
- It is designed for families who have English as their first language.
- I think families who would want to play my game would be interested in;
 - a variety of sports,
 - Travel and holidays,
 - Health and fitness,
 - Cooking and nutrition.

COMPARING EXISTING PRODUCTS

When you are developing a new product it is important to look at what already exists.

You are going to compare 3 existing games, so try to choose ones which you have experience of playing.

You can find out information about the game from online shops, for my example one I got my information here;

<https://www.ahlens.se/Barn/leksaker/spel-pussel-15151/hasbro-games-cluedo-89058546/>

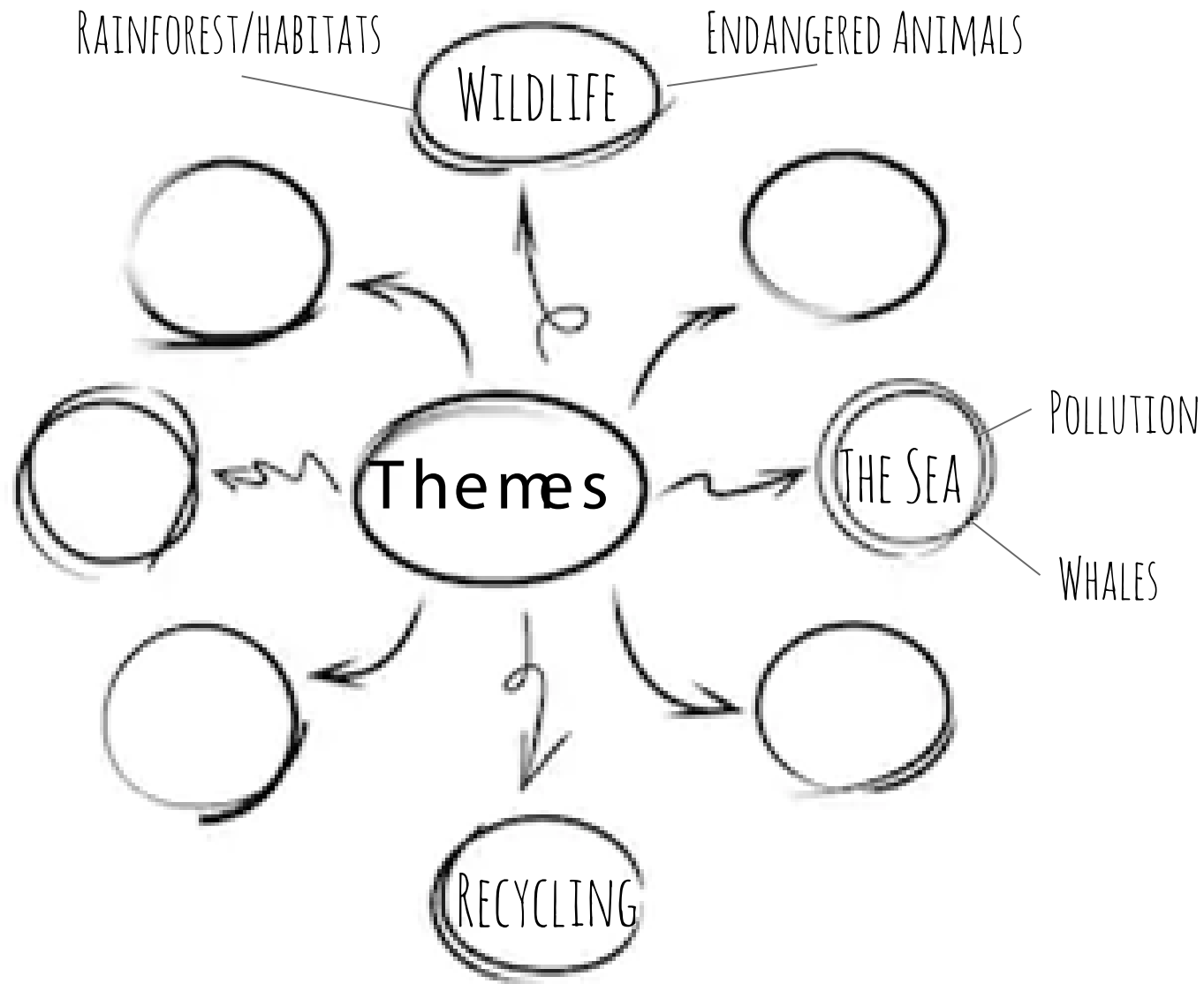
EXISTING PRODUCTS

Research and compare 3 existing board games and complete a table.

Game Title	Cost	Who is it for?	What is the aim of the game?	Components/ Contents of game	Good Points	Bad Points	Opportunities for development
Cluedo 	399 SEK https://www.ahlen.se/Barn/leksaker/r/spel-pussel-15151/hasbro-games-cluedo-89058546/	Children and adults over 8 years old	To identify the murderer, room and weapon.	Board People Dice Cards Weapons	It's fun to solve the crime, Easy to play,	The game can be solved quite quickly, You might get bored of it.	Themed versions e.g. Starwars You could design a game to solve other crimes.

THEMES

What themes could you use for your board game?



MOOD/THEME BOARD

Create a mood board with ideas for your game theme and also some good examples of game layouts.

You should have a minimum of 8 pictures,

Fill the whole page,

Look on [google/pinterest](#) for further ideas on how to set out a moodboard.

Use the template slide on an online collage creator.

EDUCATIONAL CONTEXT

Games are a great way to promote learning.

What kinds of things can you learn from playing a game?

How many activities or subjects can you think of?



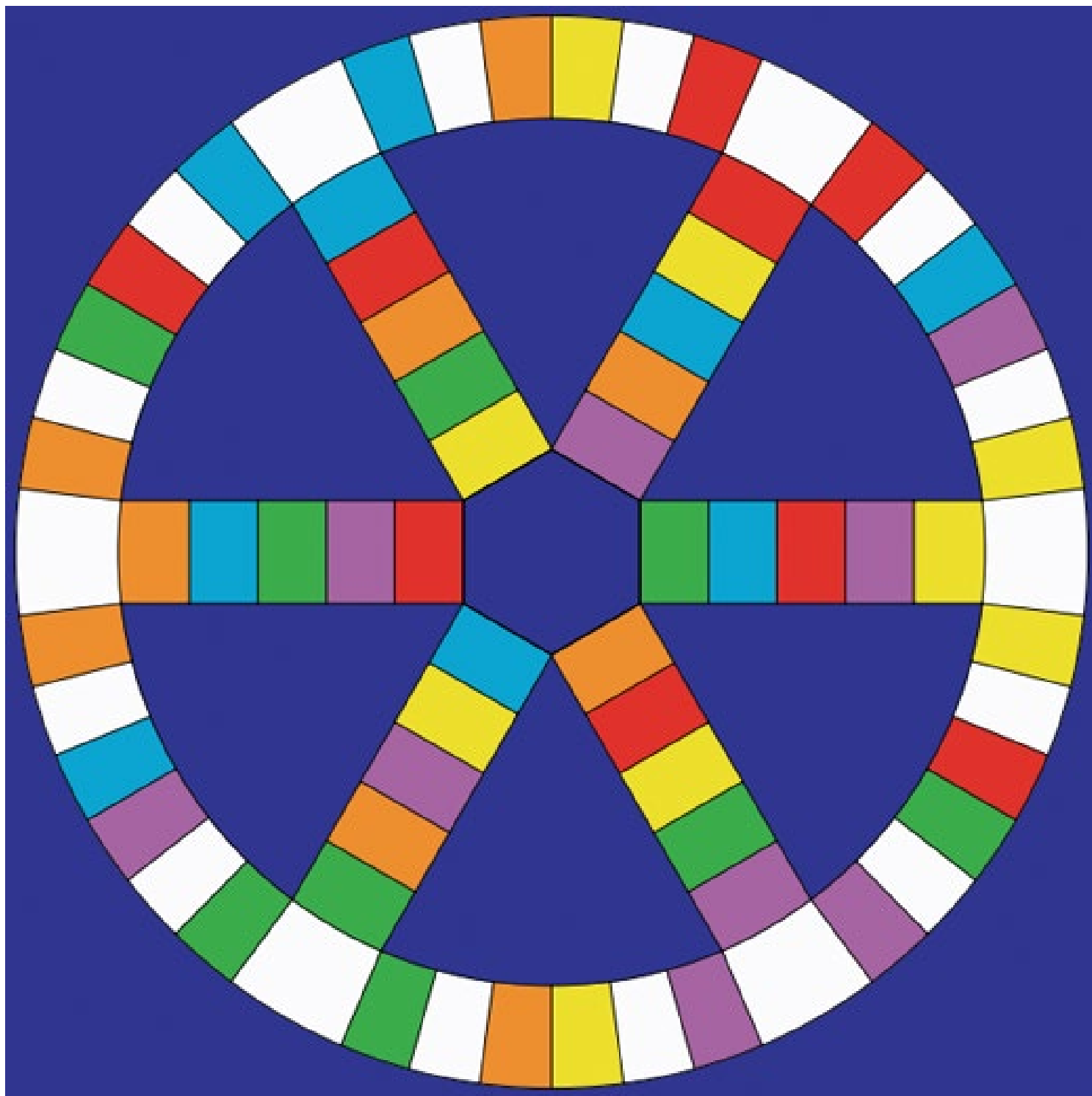
DESIGN IDEAS

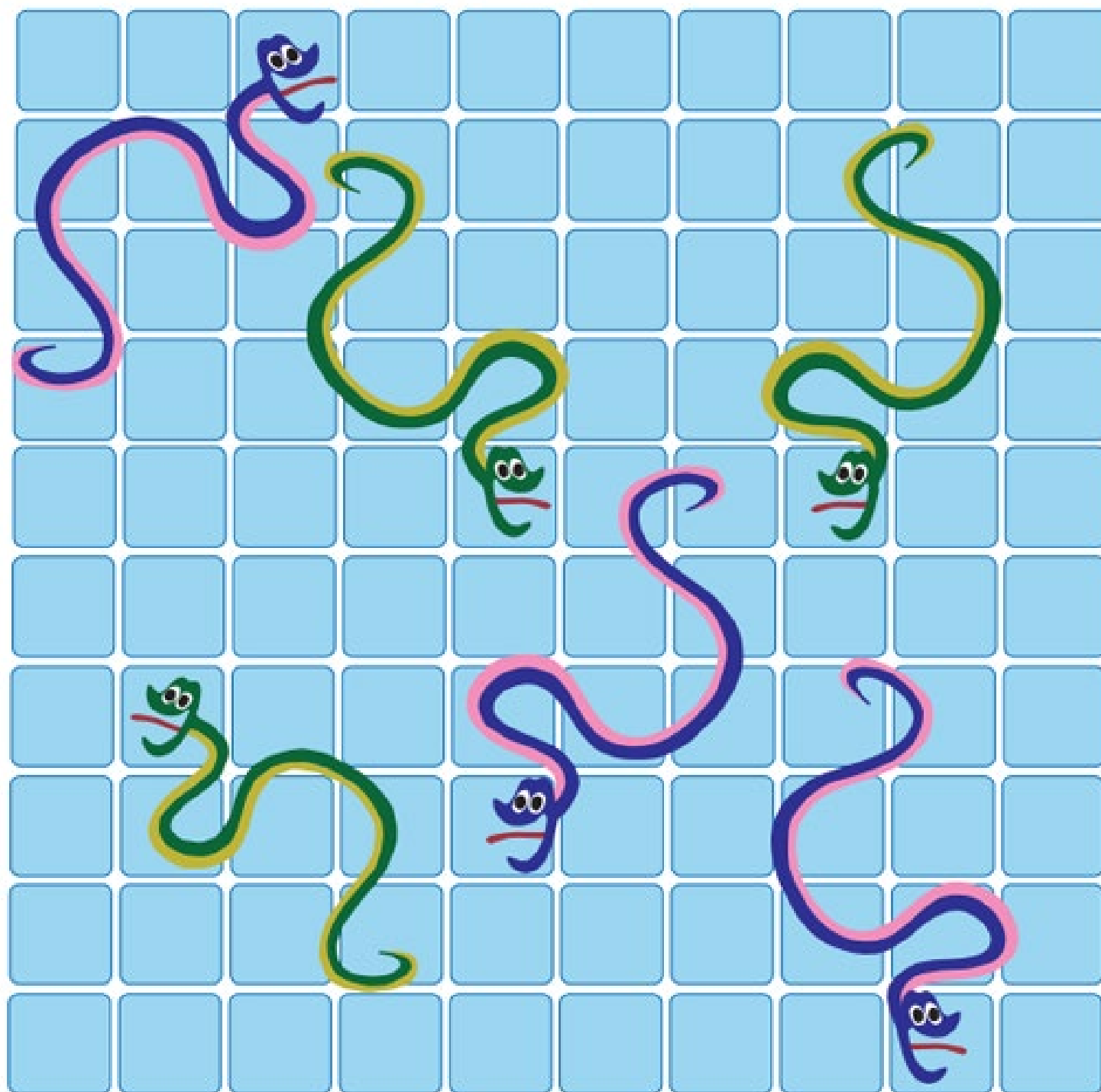
Create a minimum of 4 different ideas for how you can lay out your board game. Try out different shapes.

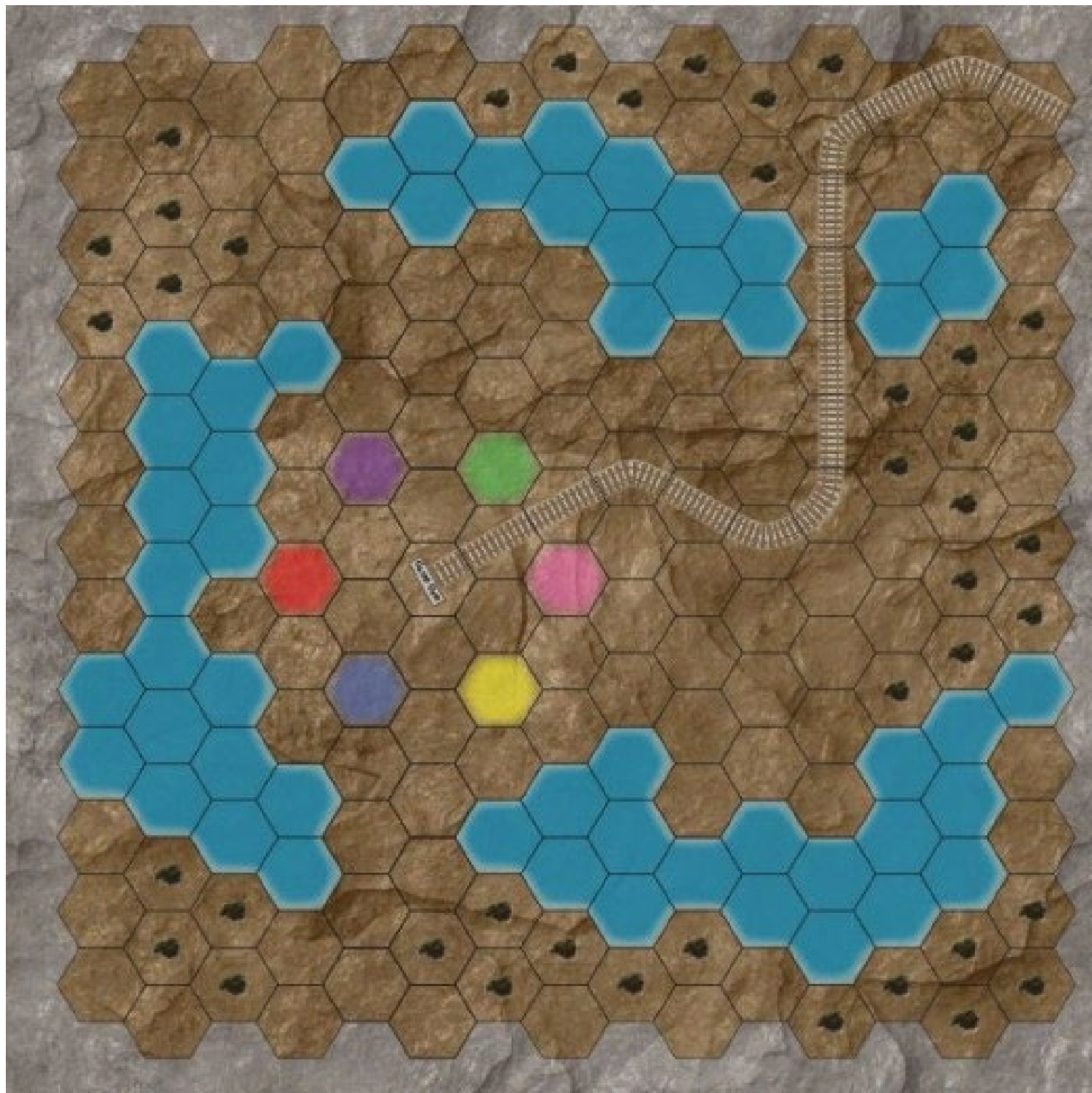
You can draw on the computer using shapes or by hand and photographed/scanned in. There are some great scanning apps which will give you better quality than photographing.

Your ideas should be coloured in and label/explain your ideas.









FINAL DESIGN

Your final design should be more complete and with more detail.

Again, please add colour and label your design. Include an explanation, this could be a video clip.

INSTRUCTIONS

You will need to think about how your game will be played. How does a player win the game?

Write instructions on how to play and what the aim of the game is. Here is an example;

My board game is called 5-A-Day

Number of players; 2-4

The objective is; To collect the most fruit

How do you play?

Players will travel around the board. When you land on a square with a piece of fruit you pick a card from the fruit bowl. On the card will be a question, if you get it right you can keep the fruit, if not it goes back in the fruit bowl. The winner is the first person to collect their 5-A-day!

ADDITIONAL COMPONENTS

Cards

Counters

Dice

Instructions Leaflet

PACKAGING DESIGN



Design the top of the Box

TESTING

New products are tested before they go on general sale,

How can you test your board game?

Devise a questionnaire of at least 10 questions that you can ask people to fill out. Use ACCESS FM to help you think of questions.

Start by asking some control questions e.g.

How old are you?

What is your gender?

EVALUATION

Describe in detail what you have made

What have you enjoyed the most about the project?

What new skills/knowledge have you learnt?

What are the three best things about your product?

What three things could you improve about your product?

How could you use the skills you have learnt in the future?