



GAME DESIGN CHALLENGE

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ART OF PLAY

GAME DESIGN CHALLENGE

Using the simple children's game Up the River, brainstorm a new game by changing the formal, dramatic and dynamic elements of the game. A good way to begin is to come up with a new premise – sometimes changing the premise can lead to interesting new ideas for the formal system. Or, you can start by changing one or more of the formal elements. For example, what if you made the game a "team" game? Or, what if you took all of the chance out of the system? Come up with your own ideas!

BONUS CHALLENGE

Come up with a premise for your game that deals in some way with gender issues. This type of "high level" design goal can often spark interesting ideas.

PROTOTYPING

Create a working version of your game and play it in your own team to make sure it works. Re-design and test again until you are happy with your game.

PLAY TESTING

Once you're ready, groups will partner up and play each others' games. Listen to the feedback you get from these new playtesters and think about how you would implement changes to make your game better.

PROVISIONS

- *Up the River rules of play & xeroxed game pieces
- *Assorted art supplies, objects, markers and dice.