MEDS/CMPU389 Computer Games: Design, Production and Critique

Project 3: Critical Play

In this project you will design, implement and playtest a game that promotes and supports critical examination of an issue you believe is important. The game may be implemented in any non-digital medium, e.g., a board or card game; or a live action game, among other possibilities. What matters is that the game should raise questions and encourage critical thinking in the mind(s) of the player(s).

1. **Game Description (10/31/13):** Carry out a brainstorming process (Fullerton, Ch. 6) to generate ideas. Write two-paragraph game description.

2. **Preliminary Design Document (11/5/13):** Prepare a draft of your Design Document (Fullerton, Ch. 12) including the following sections: Vision Statement, Design History, Game Play, Game World, Characters, Story, Media List, Player Instructions.

1. **Prototype Implementation (11/12/13):** Implement your game in your chosen medium. Remember that you are implementing a prototype – not a marketable game. Implement only the elements you need in order to carry out the next round of playtesting. Once you have your game running, ask another group to playtest it with you: They play the game while you observe, ask questions and take notes.

2. **Final Design Document (11/14/13):** Update the Design History section of your Design Document to incorporate the lessons learned from implementing and playtesting your prototype. Add a new section at the end called “Revisions” (if you think revisions can make your game successful” or “Redesign” (if you think the game needs to be entirely redesigned), and describe the revisions or redesign you would carry out.