

DESIGN GAME
game description

Element cards

Players put element cards on one ore more fields onto the game-board at each turn. The elements represent infrastructure which is somehow important for the player to be at a specific place. By putting the element cards on the gameboard, a specific area is reserved for this element (a public toilet, playground, etc.). As the number of elements grows less element fields are available and players need to negotiate which elements can stay.

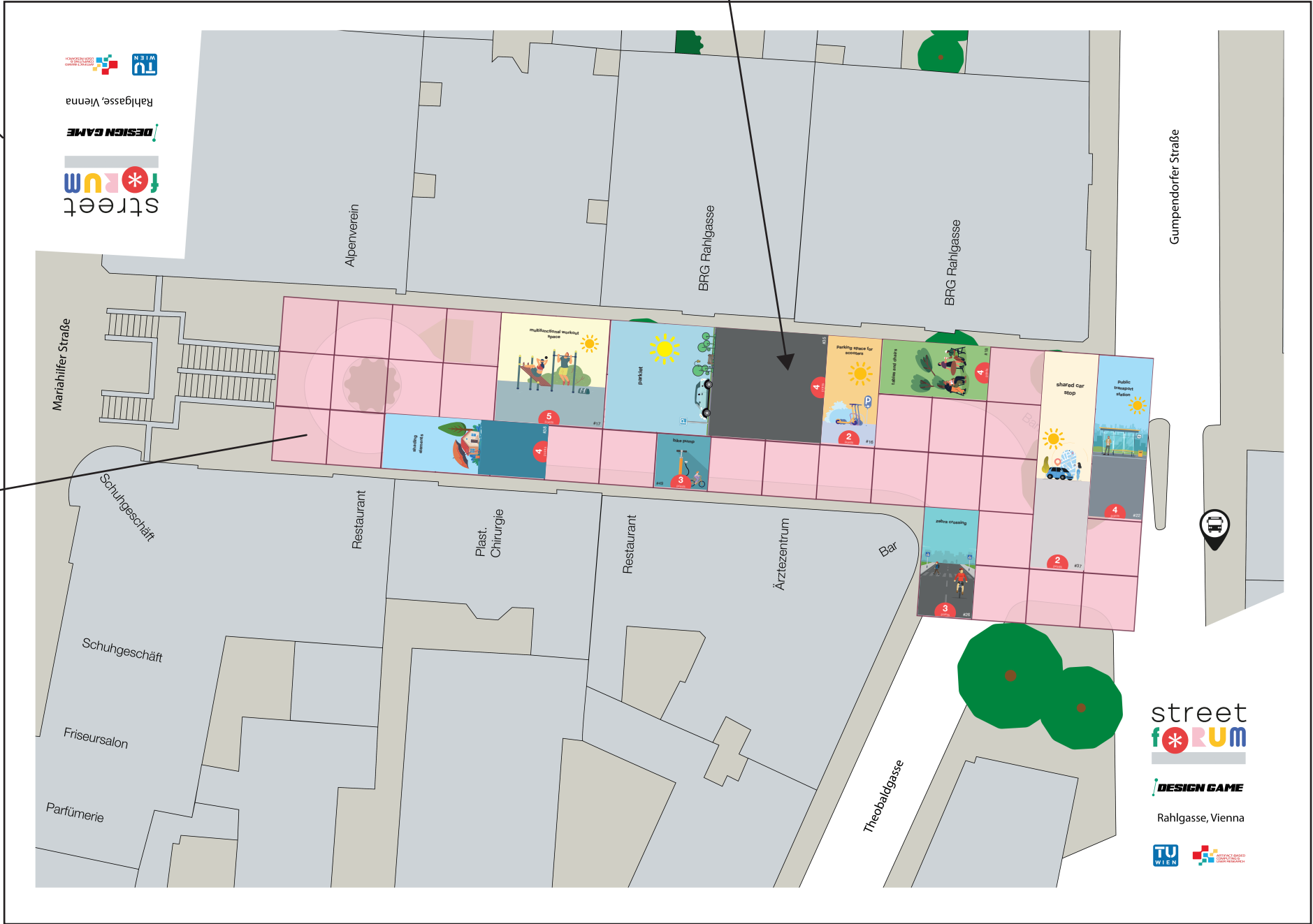
Throughout the game players elaborate a certain design of the area including elementes / infrastruc-ture they want to have there. The choice of elements can be related to individual interest, interests origina-ting from a specific character (see Character Cards) the player is representing in the game or from a personal goal (see Personal Goal Card) the character needs to achieve.

Gameboard

The gameboard represents a certain location were the game is played. This is usually connected to the location of the living lab or an area, where the lab operates (a street, square, etc.). The size of the gameboard is DIN A1.

Element field

On the gameboard there is a certain number of element fields. These fields represent the places of the location that can be redesigned or used. Players put Element cards on these fields to illustrate what they need at the place. Elements are pieces of infra-structure, such as greenery or vehicles (see Element Tokens).



Character Cards

Character Cards define a certain role a player is representing in the game. Each player gets one card at the beginning of the game and represents this character for at least one game round. Character Cards include a name of the character, a role, interests and a quote from this character. The information on the cards is based on collected data and stakeholder descriptions from the StreetForum living labs.



Personal Goal Cards

Personal Goal Cards define a specific goal a player needs to achieve throughout the game. In combination with the Character Cards, Personal Goal Cards are used to design and structure the area and place Element cards in a way that the character is satisfied and the personal goal is achieved. Since each player follows a different personal goal these cards support debate and negotiations among players. The cards are drawn once at the beginning of the game.

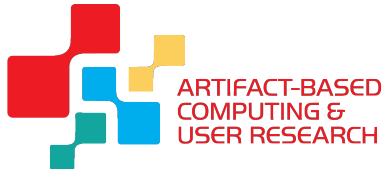
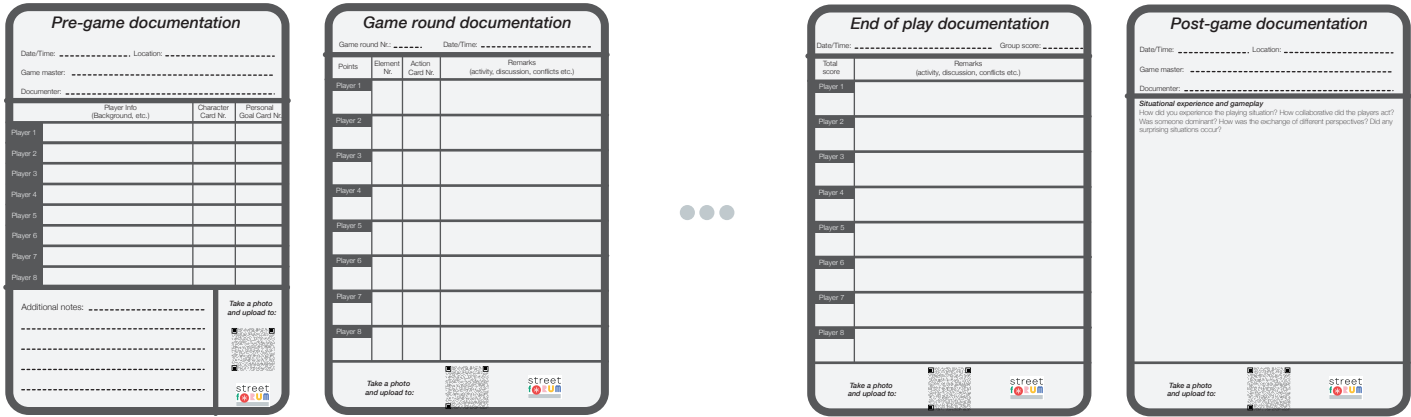


Action Cards

Action cards are drawn at the end of each player's turn, after placing elements on the gameboard. These cards add moments of surprise to the game by e.g. allowing a player to place an additional element or to negotiate with another player on removing an element. The cards support debate, negotiations and a collec-tive gameplay.

Documentation

The game includes material for documenting the gameplay. An assistant (not the game master) notes the characters, personal goals and the score a set of documentation template for pre-game information, game documentation and post game documentation. Players can leave their contact data to get informed about the projects' progress. Additionally, photos are taken from the gameplay to document the gameflow. All the documentation material is archived on a cloud repisitory for further analysis.



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