Due Dec 4, 2015

[**PROJECT: Digital to Analog**](https://classroom.google.com/u/1/c/MTI2MzE4MzIz/a/MzMzMTA0ODM4/submissions/by-status/and-sort-name/list)

Pick a video game. Make it into a board game.
Read Chapter 4 from “Challenges in Game Design.” The first challenge is our challenge.

Test the game (preferable over the holiday with friends and family). Iterate.

Your deliverable is a process book and a playable board game, which we will play in class.

The process book is a pdf of the steps you took to make a fun game. Name it FirstnameLastName\_Digital2Analog.pdf

It will include
Title page
TOC
- What Video game you choose, and why(~300 words)
- Your analysis of it: what are the formal elements?
- Your Player profile - who are they, what other games they might play, what they enjoy
- Original prototype (show photos) and interview guide to talk to the players to understand them before they play. Questions you ask before they play your prototype will include who are they (demographic), what games do they play, and any other relevant questions.
- Who you tested with: how many, what kind of players they are (i.e. what kind of game do they enjoy; what is their play style)
- Key research insights discovered about the original concept. At least ten. A insight is formatted as X out of X (i.e. 5 our t of 8) users had this issue there fore I will change this.
What did you observe and what will you do to make it better.
- Updated board game design based on research findings
- Rules Explained page, and pictures of all resources (i.e. board, cards, dice, pawns, etc etc)

SUGGESTED APPROACH
Play a lot of games this weekend.
by Monday, have your sketchnotes done, and have read the attached chapter.
By Tuesday, know what your game is, and analyze the formal elements. Find the potential for an analog version. Consider how many players will play it, and how that changes the experience.
By wed, know who your target player is, have your first prototype roughed out, and have an interview guide made. Interview guide can be very short, it's just to remind you to ask the same questions.
Test with friends and family over the holiday.
Synthesize findings on monday. Make some changes to the formal elements of the game. Play test again if you can find friends to do so with. Are problems fixed yet? Keep iterating! Try to find fun by wednesday. Document your iterations for your process book.
Thursday: Polish. Fix art, proof read, etc.
Friday: ready to play!

**Christina Wodtke** Nov 23, 2015

What does an "a" look like, you ask me?
Well, other than a fun game to play with clear rules and clear tie to the inspirational video game:
1) Did you play test a lot? i.e. 5 or more people in the first round, and a second round. If fewer people, did you at least iterate through the play test?
2) Thoughtful understanding of the video game, and what makes it compelling (show via your brief-but-insightful analysis)
3) Insights in your findings document are understandable and insightful.
4) You show you learned something from playtesting, and made useful changes.
5) Final game shows polish: everything is readable, understandable, and the original aesthetics, brand and mood of the game is captured.

Note on findings: The simplest form of a top five or top ten quick findings report include OBSERVATION/INTERPRETATION/CONSEQUENCE/ACTION/RESULT(if any)
e.g. 2 of the 3 playtesters acted distracted (Observation). I believe they were bored because each turn was too long (Interpretation). This might cause players to quit (Consequence). I stopped the game, and reduced turn time form 10 minutes to 5 (action). This made the game more fun. (result)

Or, instead of ACTION/RESULT write a RECOMMENDATION e.g. I recommend shortening turns by half.