GAME DESIGN
WITH ANALOG BOARD GAMES

FULL SAIL
UNIVERSITY

Workshop Description

After exploring the animation, programming, design, and business aspects of the gaming industry, students will work in groups to build their own board game prototype. They will be introduced to the key components crucial to game creation, how to work around real world project constraints, and the importance of pitching their game to potential buyers.

Workshop Length

This workshop experience can be adjusted to accommodate **45 - 90 minute** class schedules.

Learning Goals

At the close of this workshop, participants will be able to:

Identify design skills and techniques that **support** gaming industry workflow

Create an analog board game by completing the following **four objectives**:

1. Identify the concept of the game
2. Select assets for the game (dice, tokens, timer, etc.)
3. Determine the ruleset, goal, and challenge of the game
4. Provide a name and slogan

Set-up & Preparation

All supplies, including iPads and white boards, will be provided by our facilitator for this presentation and we can present throughout the day to accommodate multiple classes. Teachers are also welcome to select a different workshop experience for each class.

Helpful Links

https://www.fullsail.edu/area-of-study/games - Games Programs
https://hub.fullsail.edu/related-topics/games - Informational content