

## **Minigame Exercise (70 minutes)**

*Goals: stimulate creativity; experience game design; and incorporate playtester feedback*

### **PART 1: DESIGN (15 min)**

You have fifteen minutes to design a game that meets the following criterion:

- 1. Playable to completion in 8 minutes or less.**
- 2. Requires at most 3 players.**
- 3. Completely explained on the provided rule sheet.**
- 4. Contains at most 7 rules.**
- 5. Uses only the provided materials.**

The materials provided to you are:

- A rules sheet.
- 5d6 (red, green, blue, yellow, black).
- Five blank white pieces of paper.
- Black, red, green, and blue markers.
- 3 each of red, green, blue, yellow, and black pawns.

You can use only these materials as raw materials and construction tools for crafting your game. However, you are not required to use them all and you are encouraged to use them in unconventional ways.

*Your goal is to design A game, not a GREAT game. Nobody expects perfection from such limited materials and time! Be creative and enjoy yourself.*

### **PART 2: PLAYTEST (40 min)**

Form a playtest team with two or three other people and play each person's game in turn (for no more than 8 minutes.) When your game is being played, the other players should work from the rules sheet and NOT from a verbal explanation or demonstration by you. You can amend your rule sheet for clarity and to adjust rules during the game. However, try to keep the rules sheet as the authoritative record of the game.

### **PART 3: REVISION (10 min)**

Still working in your team, select the most successful of the games that you just played. Revise this game as a team to improve it further, making changes to address specific issues observed during playtest. You may wish to incorporate ideas from the other games. Make a clean, legible copy of your rules sheet.

### **PART 4: PLAYTEST (20 min)**

Swap revised games with another team. Designate one team as the "Designers" and the other team as the "Players." The Players play the game they just received. Designers should avoid talking to the Players. When the game is complete, the teams switch roles and play the other game.

### **FOLLOWUP:**

Think about what you observed in the playtests and what you learned about game design from the exercise. You are encouraged to revise your game (or one of the ones that you played...) further after the exercise, without any constraints on material, players, or time.



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*Game Title*

For \_\_\_ - \_\_\_ players, ages \_\_\_\_\_ to \_\_\_\_\_. Requires approximately 6 minutes.

*Winning Condition:*

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*Playing Pieces:*

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*Game Set Up:*

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*Team Members:*

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*Rules:*

1. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. \_\_\_\_\_  
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\_\_\_\_\_

3. \_\_\_\_\_  
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4. \_\_\_\_\_  
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5. \_\_\_\_\_  
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6. \_\_\_\_\_  
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7. \_\_\_\_\_  
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