

A hand-drawn board game board with various signs and pieces. The board is colorful with green, red, and black sections. There are several signs on sticks: a red octagonal 'STOP' sign, a blue square sign with a white arrow, a red square sign with a white circle and the word 'ENTER', and a white sign with a blue square and a white arrow. There are also several pieces: a light blue airplane, a black and yellow figure, and a yellow and black figure. The text 'design a Journey Board Game' is overlaid on the image.

design a Journey Board Game

DES 102 | Design Fundamentals

Juan Ye | juanye@usc.edu

Problem

Start by choosing one of your most memorable journeys. It can be but not limited to either your trip to anywhere around the world, or your movement to different cities in your childhood, etc. Make sure the journey has a start and an end. Design the visual elements for a board game based on your journey experiences. Simple concepts are welcomed, while gaming algorithms are not required. Be creative and have fun!

Context

Suggested by research of MIT and UC Berkeley, students who are playing develop a stronger sense of creativity and inquisitiveness. In the 2010s, a number of publications referred to board games as having a new Golden Age. According to LP Board Game, in 2011 Chinese board game market was at over 1.4 billion dollars. To bring out the creativity of the students, this project is designed to inspire and encourage students to design experiences by using their own memories. At the same time, students will learn the skills to design simple icons, to layout elements, to create compositions, and to choose colors.

Specifications

Board Size: 3150 px * 3150 px or 10.5" * 10.5"

Color: RGB

Resolution: 300 dpi

Deliverables: one board + four pieces

Bonus: other cards, signs, dice, etc.

Final File Types: digital for submission + physical for presentation

Materials

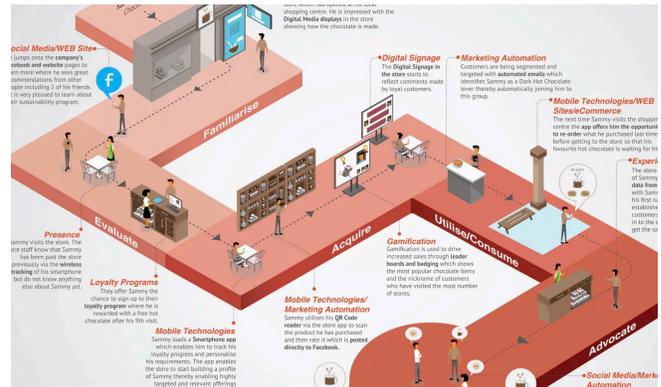


Sketch paper
Pens, pencils, markers
Cardboard
Tapes or glues
Scissors
Knives

Process

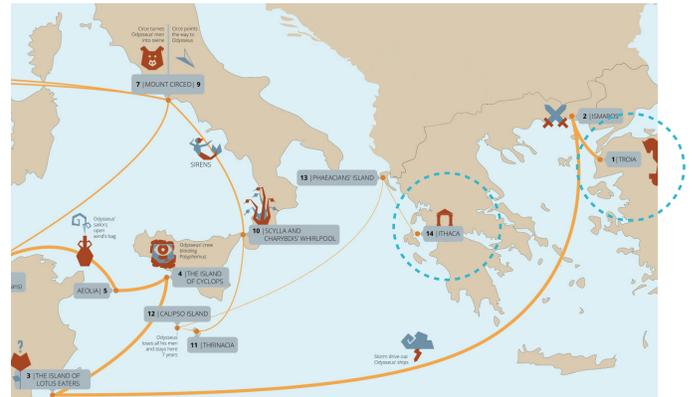
1. Brainstorm and decide your journey

- List out 3 of your journeys with specific elements that interest you.
- Discuss with a group of 3 students and help each other decide one. It may cover streets, cities, countries, or even continents.
- Decide the start and end location. You can have multiple start and/or end points with your game concepts.



2. Prepare the background for your journey game

- Search and decide the scale for your journey map. It can be as small as you go to the supermarket from your home, or as large as you travel from China to the U.S.
- Choose one background/map that matches your needs and circle out your start and end points.
- Simplify, sketch, and design the background with your preferred color settings.



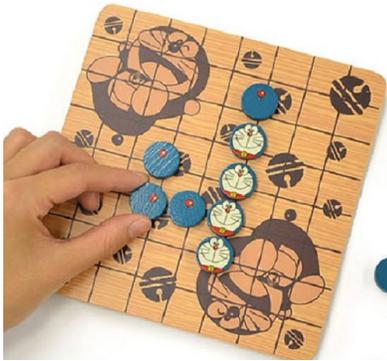
3. Design the route(s)

- Decide how you will go from start to end. Linear, round trip or shortcut?
- Decide how many steps/stops you want.
- Use simple geometric shapes, namely triangles, squares, and circles, to design your route(s).



4. Design your pieces/characters/representers

- Find inspirations from your journey and your experiences to create your pieces.
- Choose the format of your pieces. Make sure it can be handmade and presented in 3d physical shapes.
- Design and make your pieces. You will need at least 4 of them, representing different teams.



5. Print out your game and play with your peers!

- Print out your game board in tabloid sized paper by 100% and cut it out.
- Play with your peers, observe and analyze if there are any aspects to refine and redesign.

6. Finishing touches and submission

- Final tune your design, re-print out, and present to the class.
- Submit the digital files to my email: juanye@usc.edu.

Checklist:

- Title, Name, and Date
- Journey Background
- Route(s)
- Pieces
- Color Continuity

Inspiration

– Travels of Odysseus:

<https://www.nationalgeographic.org/maps/travels-odysseus/>

– Zhenghe's Voyages:

http://afe.easia.columbia.edu/special/china_1000ce_mingvoyages.htm

– Board Game's Benefit:

<http://www.familytimemagazine.com/benefits-of-board-games/>

<https://www.healthfitnessrevolution.com/top-10-health-benefits-board-games/>

– Board Game Design

<https://www.boardgamedesignlab.com/design-theory/>

<https://gamedevelopment.tutsplus.com/articles/how-to-learn-board-game-design-and-development--gamedev-11607>

<https://www.pinterest.jp/niggh/game/>

– Open Sources

<https://thenounproject.com/>

<https://www.thingiverse.com/>