



## Design Games

### Playful Way to Gain Design Ideas

**Type of methodology:** design-generating method

#### **Description:**

Design Games are games played in groups helping to

- Generate design ideas,
- Communicate different perspectives,
- Conceptualize a design in taking on different roles.

#### **Usage:**

**Professions:** Teams of designers and developers

**Field of use:** This technique is used to establish common understandings and goals for complex processes and design contexts. It helps to identify problems, propose solutions and generate novel ideas.

**Examples:** Board Game (printed or painted on paper and cardboard game pieces); Digital Online Game, which can be played remotely by the players; Game board including design artifacts or design-mockups as game pieces, playing cards including digital enhancements,...

#### **Literature:**

- Brandt, Eva (2006) Designing Exploratory Design Games: A Framework for Participation in Participatory Design? Proceedings of the Ninth Conference on Participatory Design: Expanding Boundaries in Design - Volume 1 PDC '06
- Pedersen, J. and J. Buur (2000). Games and Movies - Towards Innovative Co-Design with Users. CoDesigning 2000.
- Bereton M., Donova J., Viller S. "Talking about watching: Using Video Card Game and wiki.web technology to engage IT students in developing observational skills"; 5th Australasian conference on Computing education – ACE; Volume 20; 2003

**Assignment in the course:** Develop and play-test a Design Game for your chosen topic.

- Define a goal – What do you want to find out by designing and by playing the game?
- Document your development process (design sessions, materials, discarded ideas,...)
- Make use of quality materials. Craft game-pieces and use existing design-materials (video clips, Cultural Probes, Keywords from interviews,...)
- Design, playtest and have your game played
- Produce a manual (props, game content, rules, photos, illustrations, etc.)
- Play-report (How was the game accepted? entertaining/boring/creativity inducing/...)
- Adaptions regarding the game and Outcomes regarding design ideas, directions, insights.
- Maximum of 10 pages PDF (excluding title-page)