

# FIND THE PLAY IN THINGS

*(Originally developed by the Institute of Play)*

## GOAL(S)

- Challenges novice game designers to examine a set of objects, explore their properties, and design a game around them in a short period of time.

**TOTAL TIME OF ACTIVITY: 40 Minutes**

## SET-UP

- Household items such as:
  - cups
  - coins
  - ping pong balls
  - bandanas
  - string
  - post-its
  - pennies
  - markers
  - masking tape

## MAIN ACTIVITY

1. **Explore ‘Play-ability’ of objects.** Groups play with each object to get a sense of how they might use it in a game. Have groups shareout a few of the mechanics they found. (7 min)
  - For example, rubber bands can stretch, coins can flip, cups can stack
2. **Pick one core activity/mechanic.** Groups build a game around this activity. (5 min)
  - For example, shooting rubber bands.
3. **Pick a goal.** How can all the components combine to create a game around that core mechanic? What is the goal? What is the challenge? (5 min)
  - For example: Shooting rubber bands into cups.
4. **Create rules.** Groups refine their game idea into a prototype by creating a title and rulesheet for their game using a rulesheet worksheet. The group should also conduct internal playtests to test their rules. (10 min)
  - For example: Players must stand behind the line.
  - The worksheet should include:
    - name of the game
    - rules of the game
    - goal of the game
    - any and all mechanics used in the game
5. **Playtest your game.** Groups will switch and play test each other’s games. Players should give the game designers constructive feedback. (10 min)

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