GETTING PAST CANDYLAND MECHANICS

(Originally developed by Matt Anderson)

GOAL(S)

- Improve the gameplay of an abstraction of Candyland using dice
- Students will be given a very simple dice-rolling game that is not fun due to having little meaningful player choice.
- Identify what makes it not fun, and then to improve it under constrained rules designed to ensure they exercise certain design skills in the process

TOTAL TIME OF ACTIVITY: 45 Minutes

SET-UP

- Assorted sided dice (D4, D6, D20)
- Paper
- Pencils

MAIN ACTIVITY

- Play a basic version of Candyland (10 min)
  - Strip away the Candyland theme, the board, and the pieces and just use 2 D6 (6-sided dice)
  - Each player rolls dice, whoever has the highest points wins. Same heuristics and choice as Candyland
- Discuss why that activity is uninteresting (10 min)
  - Have them critique why the experience wasn't fun
- Have students write rules to turn that dice rolling game into a fun experience (25 min)
  - They cannot change the goal- “highest points win”- and they must involve dice as a component.
  - Explain the idea of meaningful choice, that players need to have a compelling choice in a game