

Modding Musical Chairs

(Developed by Institute of Play)

GOAL(S)

- Modify an existing game
- Develop playtesting and feedback skills

TOTAL TIME OF ACTIVITY: 55 Minutes

SET-UP

- Chairs
- Constraint Cards (make them yourself, see description below for examples)
- Playtesting feedback forms asking four main questions:
 - *What did you like best? Why?*
 - *What could be improved? Why?*
 - *What was unclear or where you confused about? What was confusing?*
 - *What did you want to do that you couldn't do?*
- Additional possible questions that help understand if your playtesters understand the game in the same way that you do:
 - *Imagine your friend is coming in next.*
 - *How would you explain how to play?*
 - *What tips would you give them to be good at this?*
 - *Who do you think this game is for? What age group?*
 - *If you kept playing, what do you think would happen next?*
 - *If your teacher considered playing this game in class, how would you describe it?*
 - *What do you think you learned?*

MAIN ACTIVITY

- Review the Rules to Musical Chairs (5 min)
 - Review how Musical Chairs is played normally so everyone can get on the same page.
- Assign teams and roles within each team (5 min):
 - Time keeper (to make sure the group stays on track in the given time constraint)
 - Facilitator (make sure every voice is heard!)
 - Feedback lead (to make sure the group has a plan for how to rollout their game and is ready to do so)
 - Playtest provoker (constantly encourage team to playtest their ideas)

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- Brainstorming and prototyping (20 min)
 - Each group is given their constraint card (each aligned to a part of a game – space, mechanics, rules, goals, components, challenge) and given time to start brainstorming.
 - Groups do NOT have to use it. It is just a place to start for inspiration. Sample constraints:
 - Make it collaborative (change the rules)
 - No chairs (change the space)
 - Incorporate ball (change the components)
 - Incorporate handkerchiefs (change the components)
 - Everyone stays seated (change the mechanics)
 - Not everyone walks at the same time (change the rules)
 - Teams should start brainstorming immediately and should be playtesting within their group or with facilitators after 5 minutes.
 - Facilitators should rotate to help groups.
- Group Playtesting (25 min)
 - Model playtesting process with the big group.
 - Have the feedback lead ask the playtesters for feedback
 - Distribute one playtest feedback form per team. This is how the feedback lead should ask questions and record feedback from playtesters.

