YOU ARE THE GAME

(Originally developed by Kevin Miklasz and Alex Fleming)

GOAL(S)
- A structured game design activity that allows students to design their own analog game, played with their own body, by shaping the core elements of the game.
- Allows ample space for each student game to be original and different from the rest, without being too open-ended.

TOTAL TIME OF ACTIVITY: 45 Minutes

SET-UP
- Scrap paper
- Pencils, for writing down rules
- Chart paper or whiteboard, with the following prewritten

MAIN ACTIVITY
- Introduce the 5 parts of a game, as described in the video. (10 min.)
- Introduce the constraint for their game. (5 min.)
  - Bring out the whiteboard or chart paper. Note that the Space and Goals are already set for their game, but we don't know what it means to "get points" and they'll need to figure that out.
  - For the Components and Mechanics, their game has to involve at least one of the three items listed for each of those categories (if can involve more than one). So the game must be played with Hands, Feet, or Paper (pencils not allowed) and must involve either Walking, Throwing or Guessing.
  - There are no constraints on the rules- they need to come up with whatever makes their game work.
- Break students into groups of 2-4 to design their game. (20 min.)
- Encourage creative thinking and remixing- one of the great parts of this activity is how different every student's game is, even though they start with the same constraints!
- Share out games. (10 min.)
  - You can usually have 3-4 groups share out their game by explaining the rules and demoing gameplay.
  - After the demo, make sure groups point out with components and mechanics they chose to use.

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