



GGJ NEXT[®]

a game jam for young creators

FIND THE PLAY IN THINGS

What you will do

- Examine a set of objects, explore their properties, and design a game around them in a short period of time.

Supplies you need

Household items such as:

- Cups
- Coins
- Ping pong balls
- Bandanas
- String
- Post-its
- Pennies
- Markers
- Masking tape

Steps

1. **Explore 'Play-ability' of objects.** Play with each object to get a sense of how you might use it in a game.
For example, rubber bands can stretch, coins can flip, cups can stack.
2. **In groups to share or with someone else around you share** a few of the ideas you found.
3. **Pick one core verb, or core mechanic, for your game.** Build a game around this verb. (5 mins)
 - For example, shooting rubber bands.
4. **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?
For example, shooting rubber bands into cups.
5. **Create rules.** Refine your game idea into a prototype by creating a title and list of rules for your game.
6. **Playtest the game.** Playtest the game yourself, and ask yourself, is this game fun? Can I make it more fun?
Ask someone else to playtest your game while you playtest someone else's game.
 - **If you playtest someone else's game, give constructive feedback.** Give the game designers constructive feedback about their game, and receive constructive feedback about your game.
7. **Iterate.** What changes would you make to your game now?