



GGJ NEXT[®]

a game jam for young creators

THINK LIKE A GAME DESIGNER

What you will do

- Practice thinking like a game designer in how to design games for others

Supplies you need

- Pen and paper

Steps

1. First, think of a family member or friend that is a different age from you, and write down a game that they would like, and why they would like the game.
2. Now take that game, and come up with something you would add to the game to improve it.
 - a. Is there something that you can add to make the game more simple?
 - b. Is there something that you can add to make the game more challenging?
 - c. What can you add to make the game more fun for the person you have in mind?
3. Share-out your idea with someone else in your group, or someone else around you.