



## MakeMe Cards Instructions

The aim of this exercise is to use a series of key terms indicated on a collection of cards to develop a premise for a critical game design.

### The Cards

The deck consists of 4 card types.

**PLATFORM CARD** - This refers to the type of game you will make (e.g. puzzle game, role-playing game, board game).

**SYSTEM CARD** - This is a mechanic that you must use in the game (e.g. If you receive the 'buzzer' you could interpret this in many ways. Think about how a buzzer is used to mark time in a quiz show or to indicate failure in a game like *Operation*.)

**THEME CARD** - These cards make up the features of your game. Themes may be applied to the



game setting, a character or overarching theme/message of the game.

**SPECIAL CARD** - These are rare and they let you bend the rules of your game.

### Building a Deck

In our online version of MakeMe, you will be dealt 7 cards at the start. These will be a random combination of all card types. You may draw an additional card only after discarding another card.

You lay out your cards, connecting them to one another based on colouring codings on their sides (orange to orange, blue to blue, green to green). This mechanic is much like Dominos where only matching sides and can be placed together. The colours do not need to line up perfectly on the card edges.



Each deck can consist of:

Only ONE Platform card

Only ONE System card

Up to FIVE Theme cards

ONE optional Special card

Once you are satisfied with the deck you have built, the words laid out will be the basis for your game.

### **Exercise**

Once you have created your deck you can develop your game idea by using the Game design Document Template provided. This provides a step-by-guide to help you describe your game idea.

DON'T FORGET - we are using the Critical Play and Critical Game Design philosophies in making our game.

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## **2. Suggesting a Readings for your Video: (Related Content / Texts / Journal Articles)**

### **Required Reading**

Flanagan, M. 2009. Critical Play: Radical Game Design. Introduction. MIT Press. pp. 1-15. Available at: [https://mitpress.mit.edu/sites/default/files/titles/content/9780262062688\\_sch\\_0001.pdf](https://mitpress.mit.edu/sites/default/files/titles/content/9780262062688_sch_0001.pdf)

Grace, L. 2014. Critical Games: Critical Design in Independent Games. Proceedings of Digital Games research Association Conference, 2014. Snowbird, Utah. Available at: <http://www.lgrace.com/documents/Critical%20Games%20Critical%20Design%20in%20Independent%20Games.pdf>

### **Additional Resources**

Mary Flanagan. 2010. Critical Plat TEDx Talk. Available at: <https://www.youtube.com/watch?v=QZ8R9iiGk9g>

Gonzalo Frasca. 2003. September 12. Available at: <http://www.gamesforchange.org/play/september-12th-a-toy-world/>

Lucas Pope. 2013. Papers, Please. Available at: <http://papersplea.se>

Nina Freeman. 2014. How Do You Do It? Available at: <http://ninasays.so/games/>

## **3. Possible Applications (Production Projects)**

1. You may go on to create a prototype of the game idea created in from the MakeMe cards.
  2. You may modify an existing game and make a paper prototype of this.
  3. You may want to modify the MakeMe ideation cards to serve another subject-specific educational purpose (e.g., a MakeMe for English/Language Arts, History, Social Studies, or the Sciences!
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