Target Audience:

Be sure to consider intersectional demographics, familiarity with anthropology, familiarity with games

Game Theme / Topic:

What topic/concept/experience does the game deal with?

Problem Statement¹:

What are you trying to do with the game? Good problem statements often start with “What if…”
Examples: Spirit Island: What if the native spirits of Catan were trying to repel the settlers?
Potlatch: What if a resource management card game were about meeting other players’ needs?

¹ For more on problem statements in game design, see Hiwiller 2015)

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High Level Concept

Core Dynamic: What is the basic thing players do to succeed?
Examples: race, acquire territory, explore, collect, escape, match, construct

Format: # of Players:
Board, card, larp, digital, etc.

Facilitator Needed/Helpful?
Consider that games with a facilitator/referee/gamemaster can have increased complexity without passing that complexity on to the other players

Player relationship: Time Required:
Competitive, Cooperative, Teams, 1 vs. many, etc.

Key Rules:

2 For more on core dynamics, see Kapp 2017

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Design Considerations:\(^3\):

- What do the players do?

- What interesting decisions will players face?

- What is the role of chance in the game\(^4\)?

- What resources do the players manage?

- What information is public to all players, known to some, known to none?

- What hinders players? What are the trade-offs?

- How does the game end? Are there winning conditions?

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\(^3\) Adapted from Hiwiler 2016

\(^4\) For more on the role of chance and uncertainty, see Mizer 2017

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Explain a turn/segment or two of the game.