



#AnthropologyCon

Game Design Worksheet

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 Dynamic²:

What is the basic thing players do to succeed?

Examples: race, acquire territory, explore, collect, escape, match, construct

Format:

Board, card, larp, digital, etc.

of Players:

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:

Competitive, Cooperative, Teams, 1 vs. many, etc.

Time Required:

Key Rules:

² For more on core dynamics, see [Kapp 2017](#)





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Design Considerations³:

- What do the players do?
- What interesting decisions will players face?
- What is the role of chance in the game⁴?
- 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?

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.