

What does it feel like to play your game?

One goal for my game:

- Players will experience negative emotions as teens experience them.
- Players will experience positive emotions as teens experience them.
- Players will experience both positive and negative emotions as teens experience them.
- Players will start by experiencing negative emotions and transition to experiencing positive emotions as teens experience them.
- Players will start by experiencing positive emotions and transition to experiencing negative emotions as teens experience them.

While playing the game, players should feel:

<i>Emotion 1</i>	<i>Emotion 2</i>	<i>Emotion 3</i>
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Actions that would make a player feel that way:

<i>Action 1</i>	<i>Action 2</i>	<i>Action 3</i>
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What does it feel like to play your game?

While playing the game, players should feel:

Emotion 1

Emotion 1

Emotion 2

Emotion 3

Actions that would make a player feel that way:

Action 1

Action 1

Action 2

Action 3

Empathy map

Thinking about a particular event or situation, describe what you would say, do, think, or feel in that circumstance.

What was the situation?

How did you react?

Say	Think
	
	
Do	Feel

What's on your radar?

What do you wish we really knew?

Adults make me crazy when...


A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.


I wish adults knew that...

A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.A large, empty rectangular box with a dashed border, intended for writing a response to the prompt above.

What's on your radar?

Game Design Studio | Empathize: Better understand yourself and others.





Who is the main character of this game?

This is what I look like:

What I want:

How I win:

How I feel:

How I lose:

Hi, my name is:

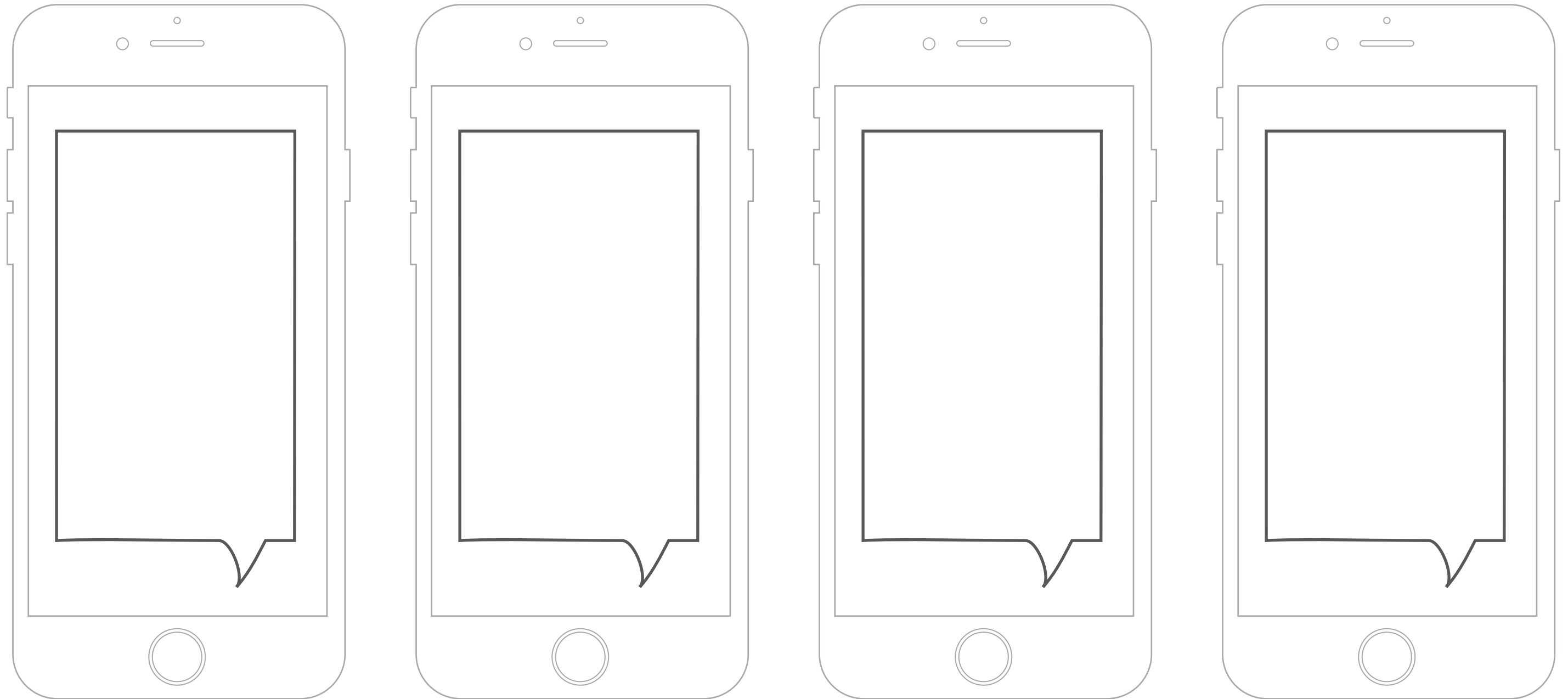
Something I'd say:

“

”

Keep it or dump it text

Cut and share your keep it or dump it message.



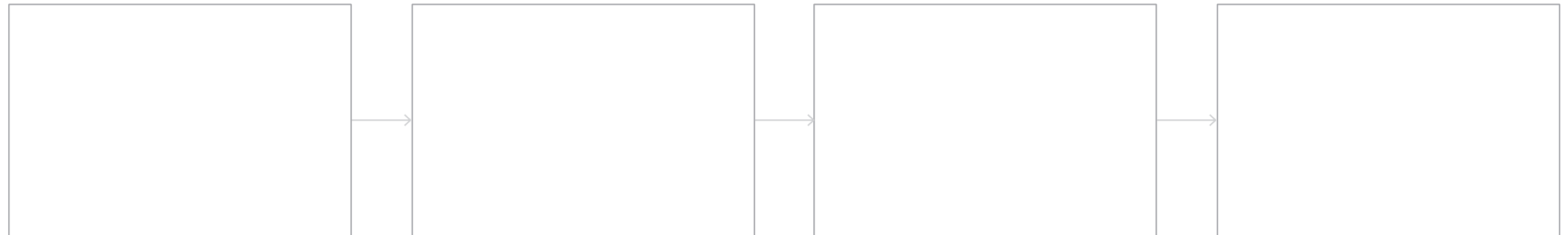
Love it or revise it ladder

Decide what to keep, discard or revise.

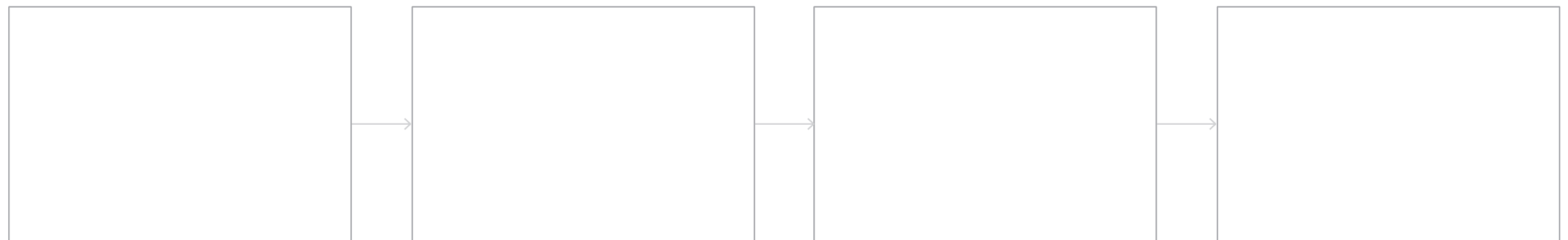


Storyboarding

Draw/write a story about a future possibility.



Three horizontal lines of writing space, aligned under each of the four storyboard panels.

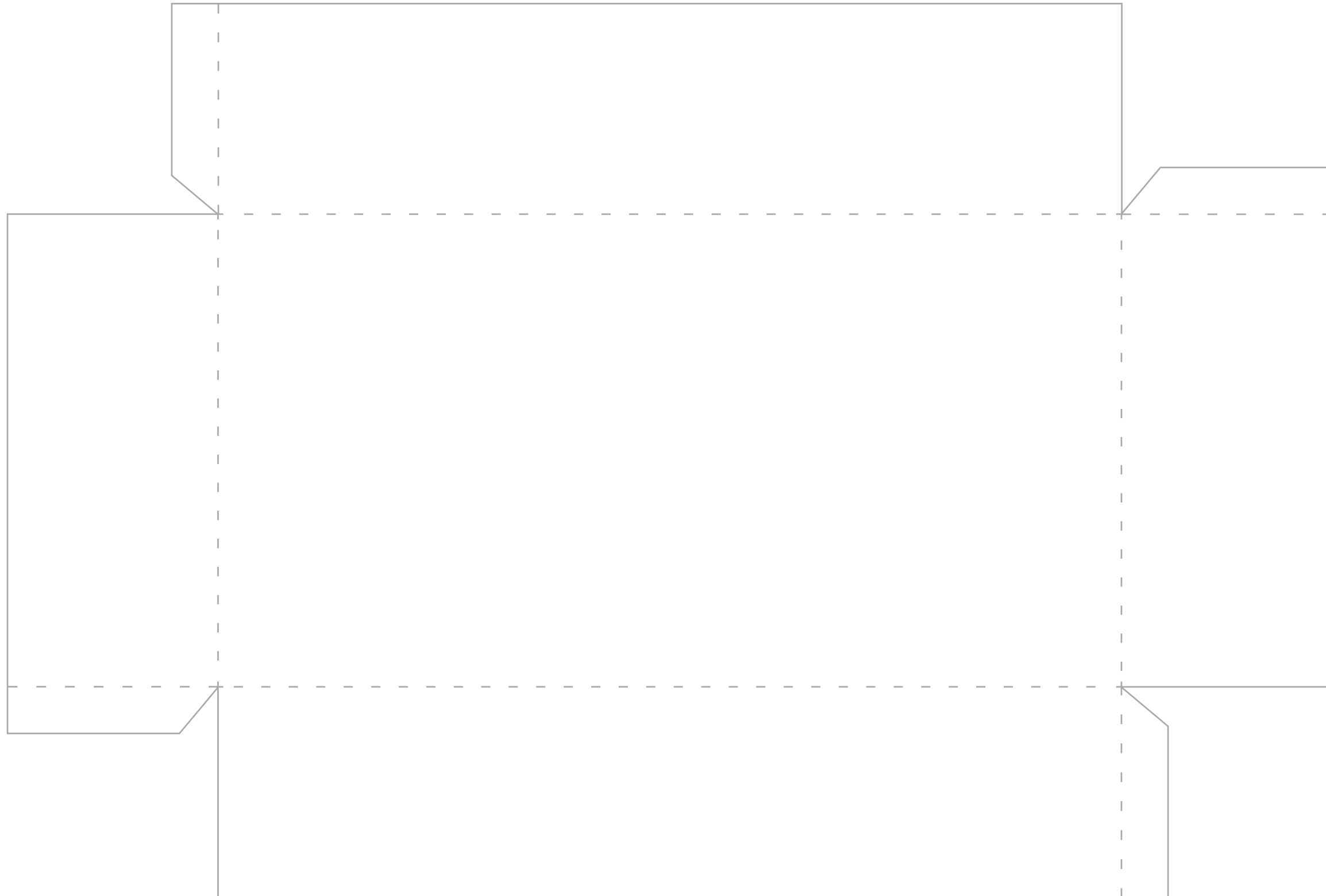


Three horizontal lines of writing space, aligned under each of the four storyboard panels in the second row.

Visualize the game

Game Design Studio | Build to Think: Communicate an idea, start a conversation, or test possibilities.

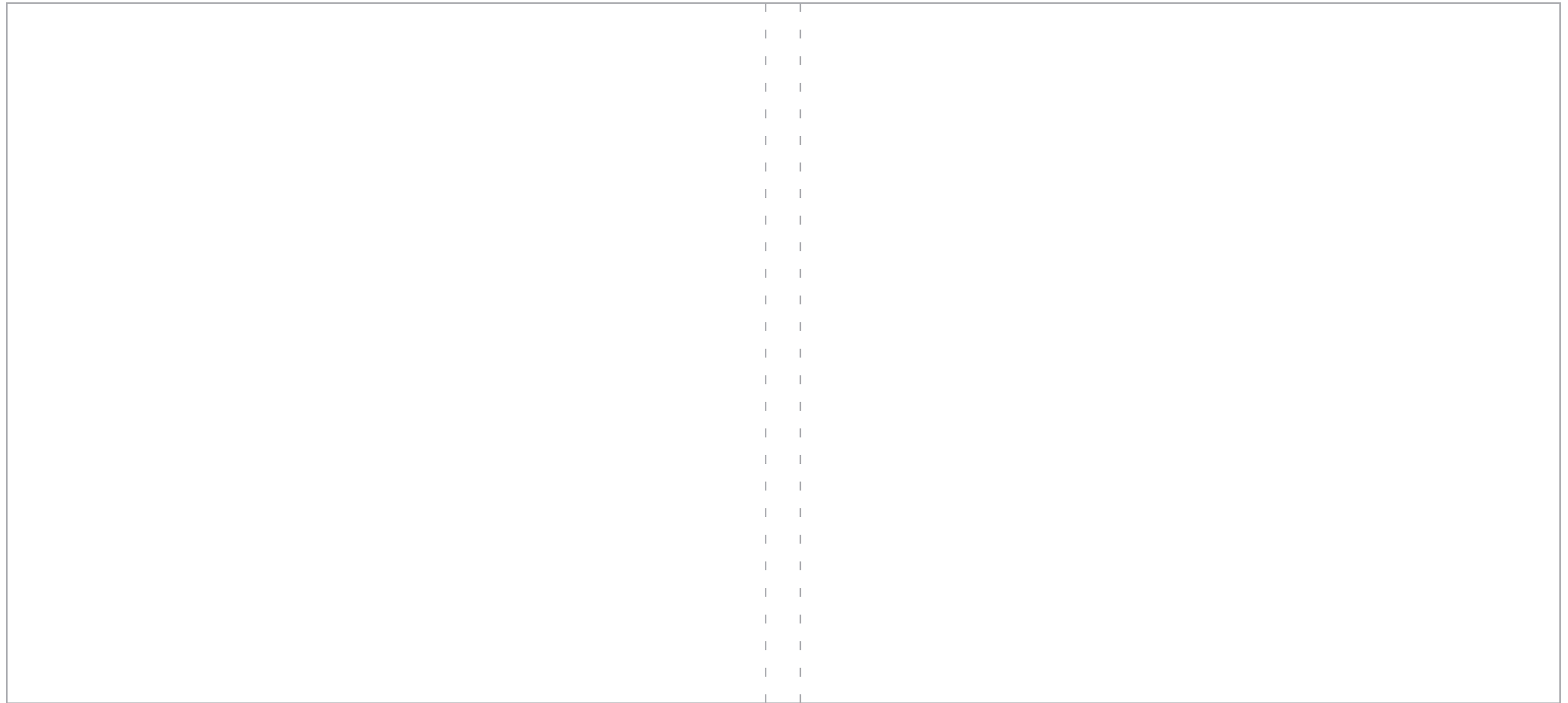
It's the future. You've designed a game and it's being sold in stores. What does the cover of the game box look like?



Visualize the game

Game Design Studio | Build to Think: Communicate an idea, start a conversation, or test possibilities.

It's the future. You've designed a game and it's being sold in stores. What does the cover of the DVD case look like?



I've never played this game before. How do you play?

First, what kind of game is this?

- Card game
(e.g. Uno)
- Board game
(e.g. Candyland)
- Engineering game
(e.g. Suspend)
- Creative game
(e.g. Telestrations)

Can players win the game?

- Yes, how...
- No, what happens instead...

Game title:

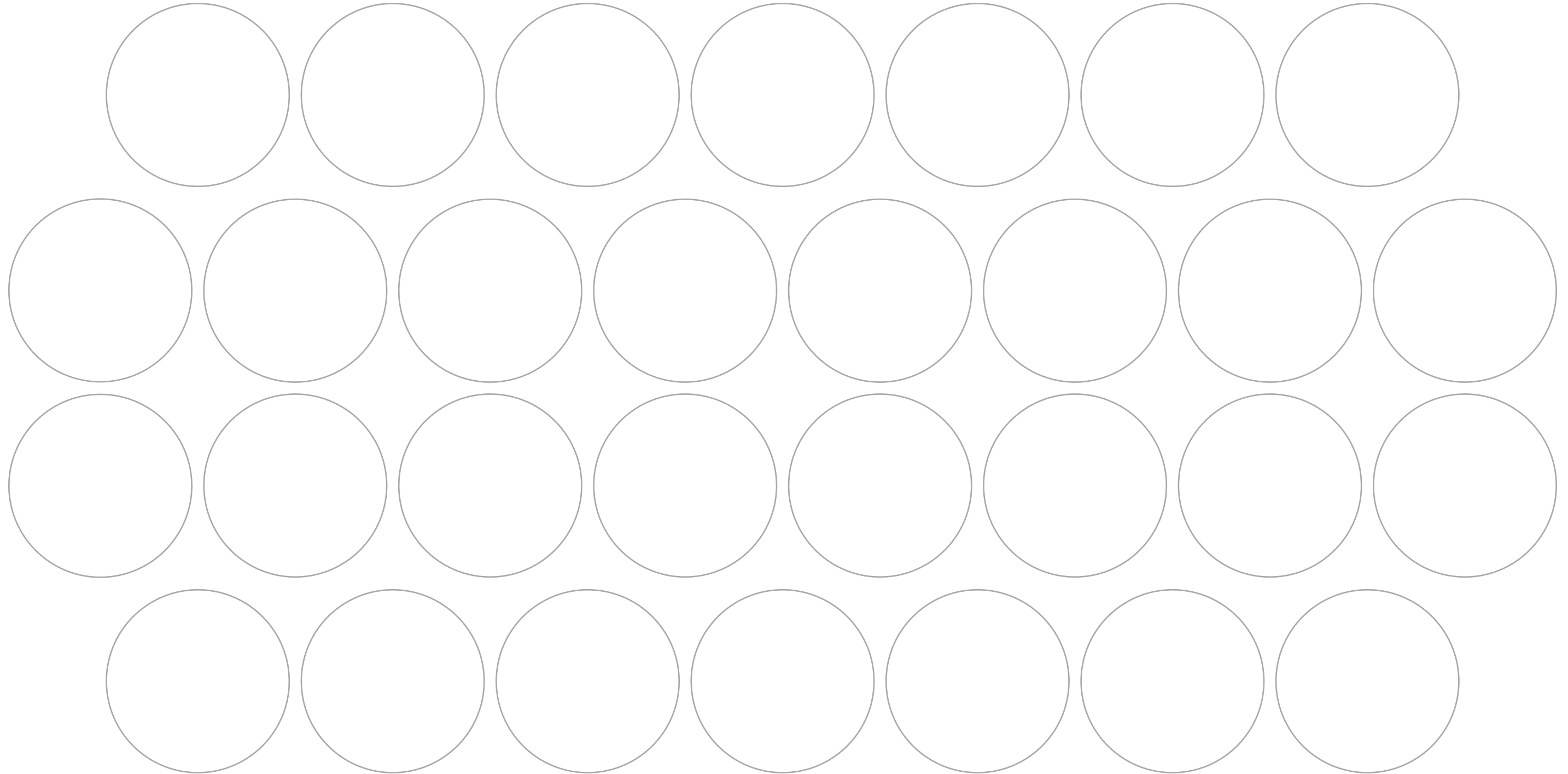
Setup (before you play):

Playing the game:

Rules:

30 Circles

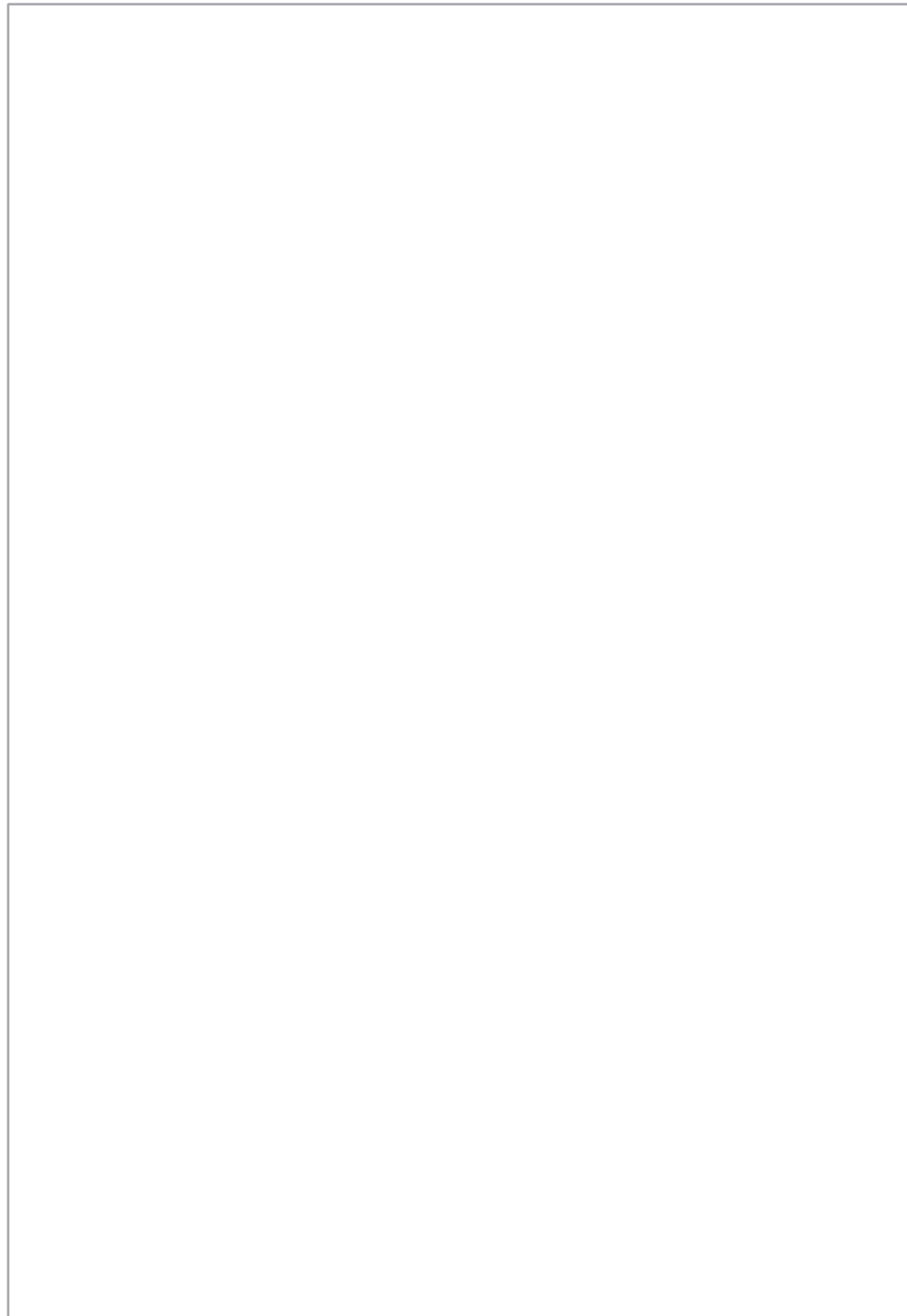
Transform these circles into as many objects as you can.



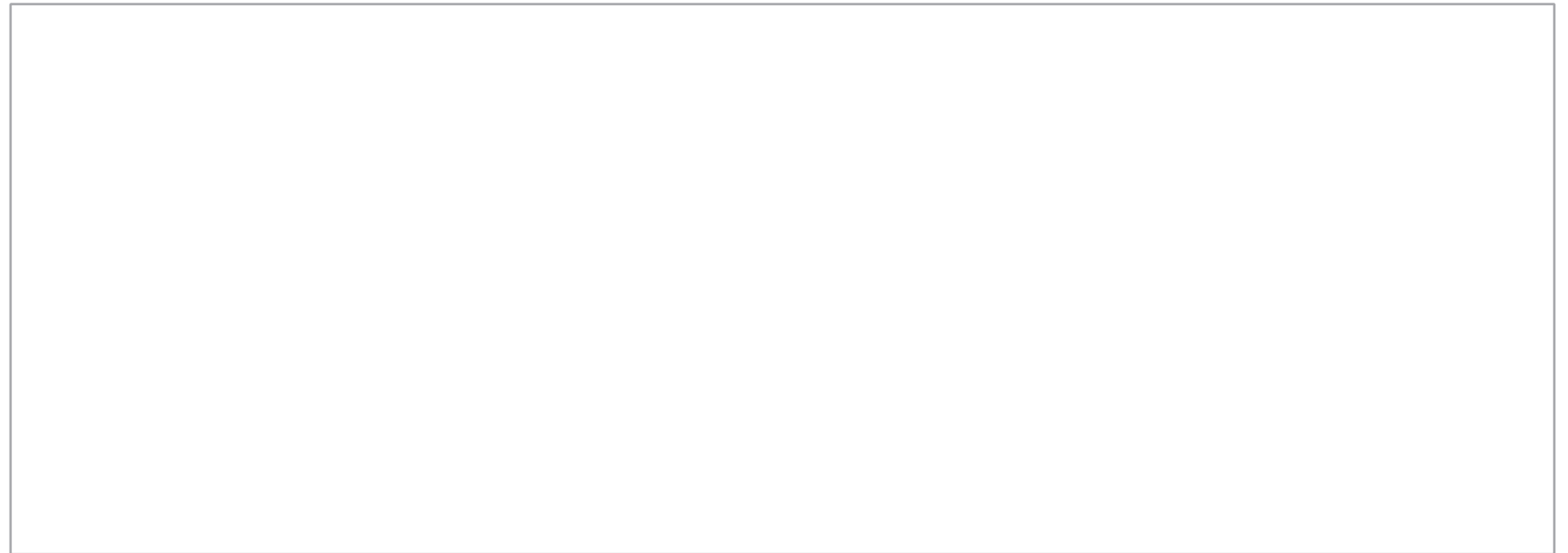
Sketch it

How many can you draw?


People:



Actions:



Emotions:

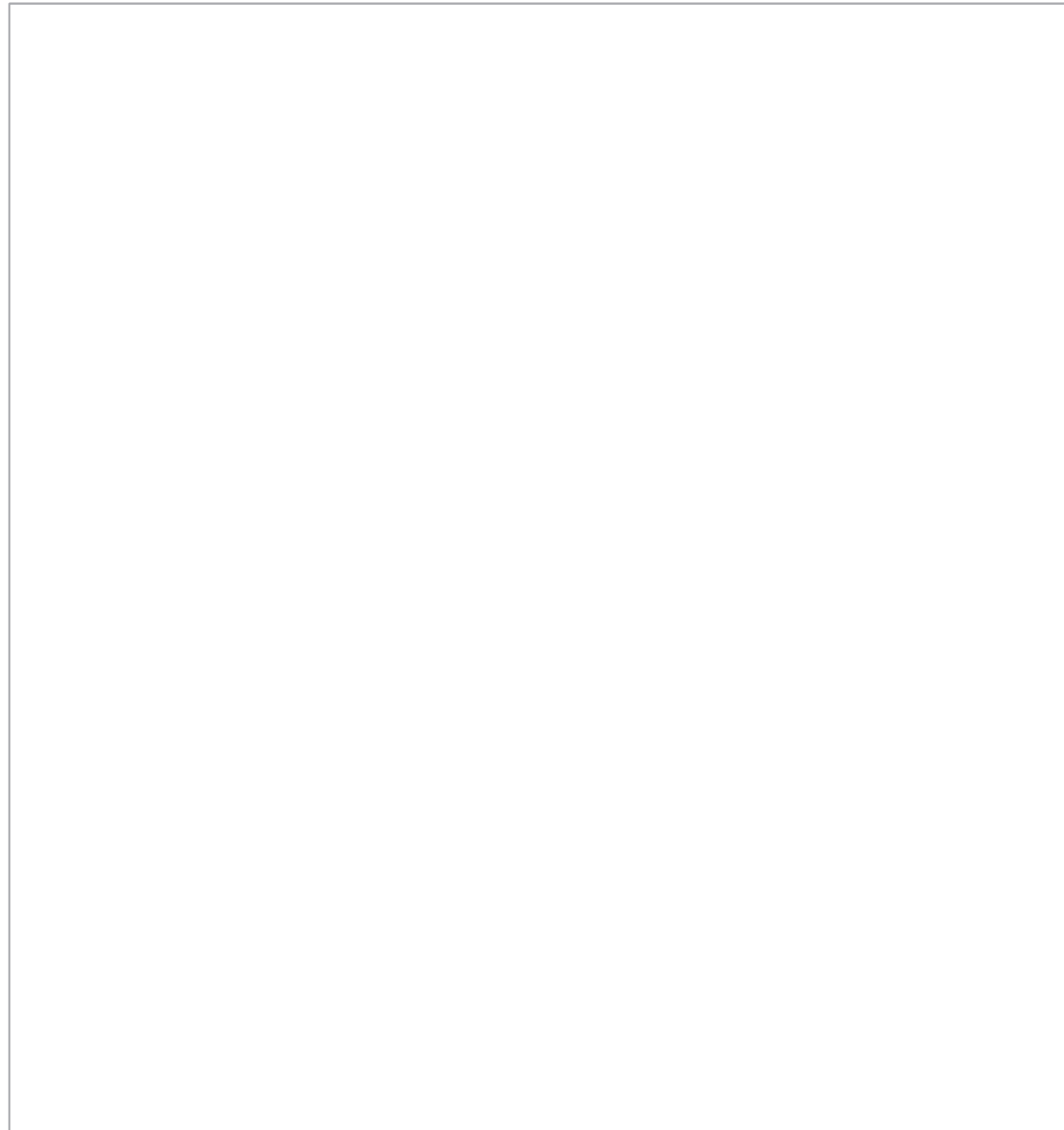


Sketch it

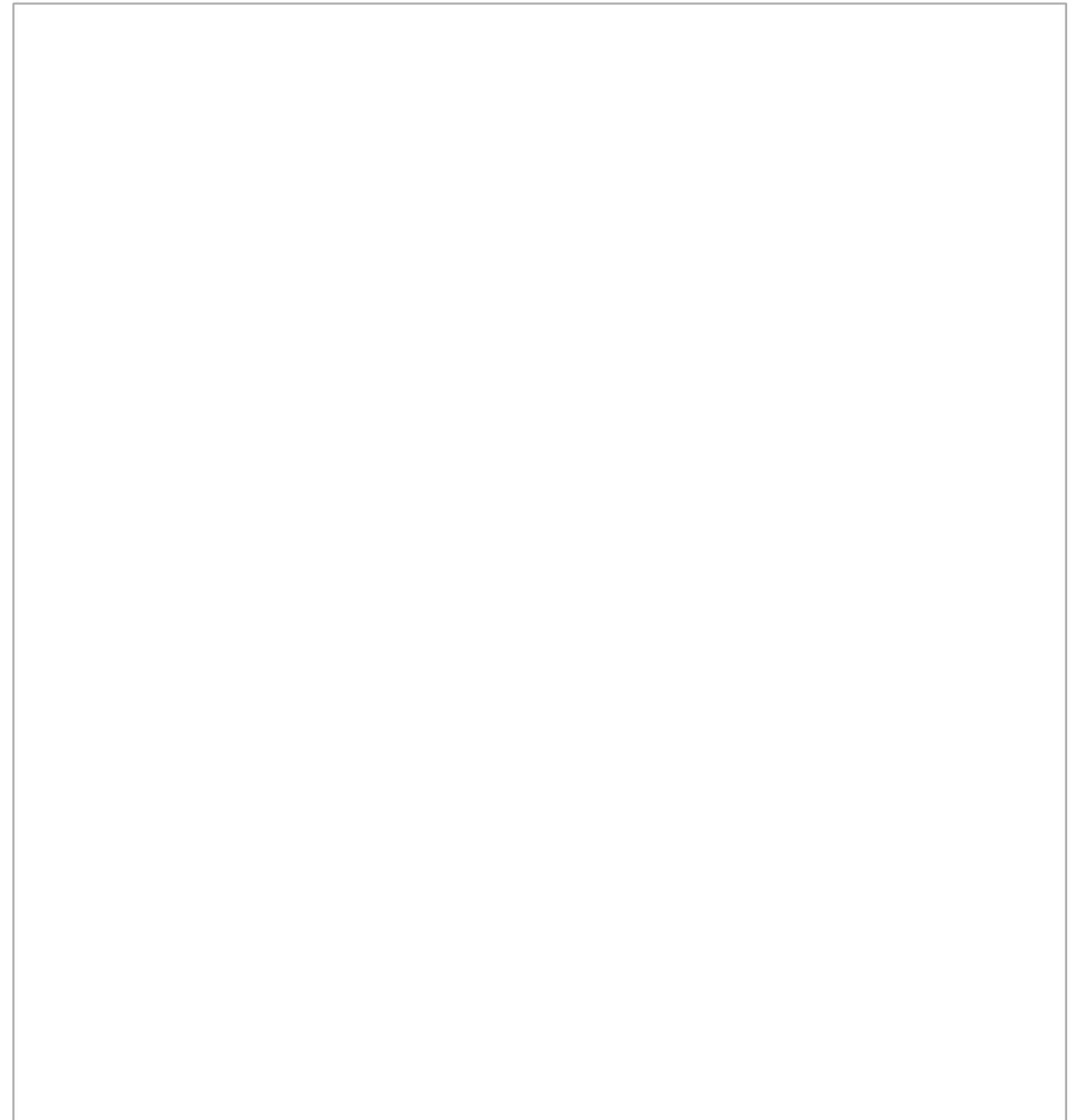
Game Design Studio | Warm-up: Get ready for sketching.

How many can you draw?

Lines:



Shapes:



satisfied

confused

engaged

frustrated

bored

proud

challenged

tense

goofy

relaxed

happy

satisfied

confused

engaged

frustrated

bored

proud

challenged

tense

goofy

relaxed

happy

satisfied

confused

engaged

frustrated

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