



INSTRUCTOR

ADITI NANDEEP MALI

Mali Greens (Urban Farm)

I am a board and video game enthusiast! In the last decade I have explored and collected over 100+ board games from around the world. I have designed and successfully conducted courses at Nirma University, OE 2020 at NID and Summer School 2021 at CEPT University. Learn, play and repeat!

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OVERVIEW

Taking the spotlight away from the dominant digital mediums of engagement, this course aims at exploring and designing physical mediums of play like board/card games and role-playing games that specifically help in bridging the generation gap. The unfortunate pandemic months have helped in increased availability of family members and friends. This has left people wanting for fun and joyful activities. Students will play and explore various genres of board games among themselves and with people of all age groups. They will then design and play-test board games that fit in with a broad spectrum of player demographics.

OBJECTIVE

When Indian players visualise a list of board games, they immediately think of Snakes and Ladders, Ludo and Monopoly. They have been super easy to learn and are available at very cost-effective prices. From a primary schooler to grandparent, a quick game of Snakes and Ladders is a very easy proposition. Even a purely vocal game like Antaakshari is an instant hit. More recently, an influx of imported games like Settlers of Catan, Ticket to Ride have attracted Indian players. Despite this, the catalogue of wholesome family games remains woefully small. Driven by very high prices, complex rules and a lack of Indian cultural context, the new generation of games have not caught the attention of a larger audience. This workshop wants to find out answers to questions that will help in designing new games that will hold as much appeal as Ludo does for everyone and help broaden the horizons of an average Indian board gamer.

METHODOLOGY

Part 1: Get them to play- In this section of the course, each student will be given a board/card game that they will have to learn on their own and introduce it to the rest of the class. They will note down the response of the audience to realize; - How easy is it to understand the rules of the game? - Note the re playability value. - Competitive or Cooperative games? What works better and in what context? - What is the ideal length of a game? Part 2: Take it outside- The students will then, find a diverse group of people to play with, and take further notes. Part 3: Make it Finally, students will develop, design and play test a game that aligns with the majority of the objectives of this course. A game must have the following;- A well designed user friendly manual - All the boards/pieces/cards that form the game. Exhibition- The participants will have their own play table to let the exhibition audience try out their games.

KEYWORDS

BoardGames Family Friends CardGames Roleplaying

WORKSHOP MODE

Online

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openelective.nid.edu

