

COMMUNES

Game Title

STAY ALIVE, TOGETHER

Tag line

THOMAS HSIEH, KATHERINE LIU, MELODY YANG, KAVITA SELVA

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Designer

Date

Snapshot

System to model: Communal living Format: Board game

of players: 3-5

Consequences illustrated: Resource Recommended ages: 12+

management, natural disasters Play duration: 30 min

Game Shape

Sensation

Game as a sense-pleasure/emotion.

Fantasy

Game as make-believe.

Narrative

Game as unfolding story.

Challenge

Game as obstacle course.

Fellowship

Game as social framework.

Discovery

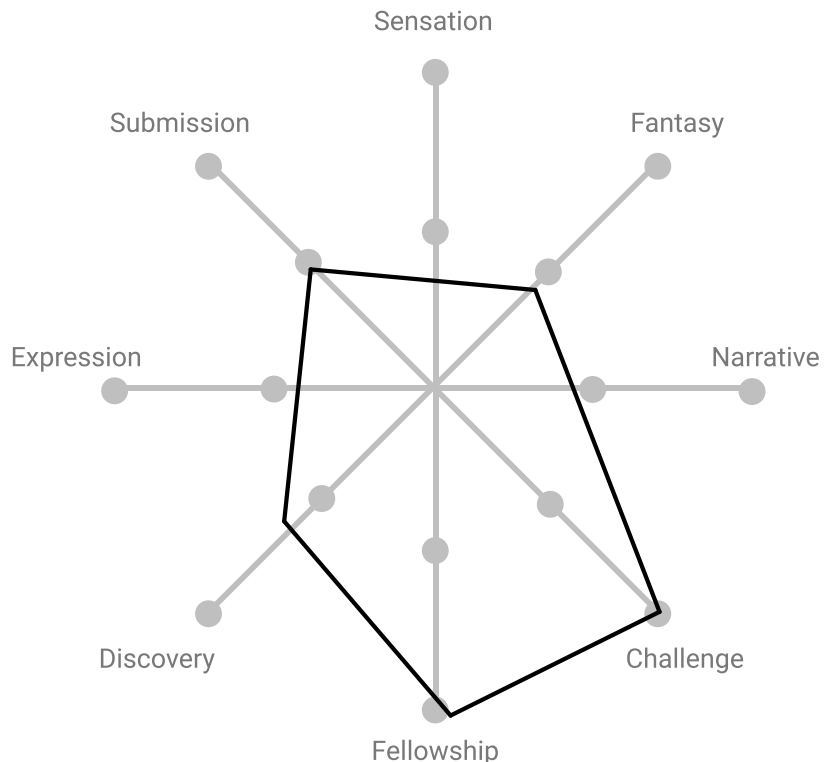
Game as uncharted territory.

Expression

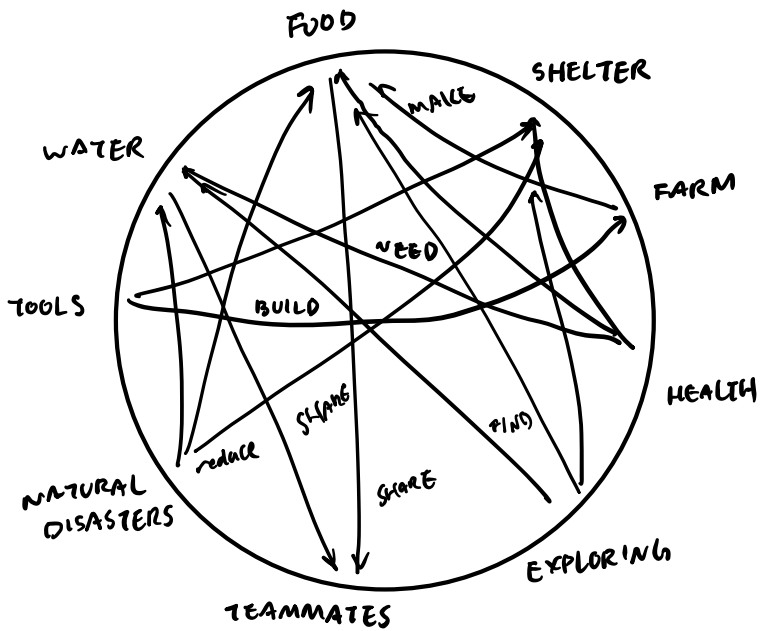
Game as soap box.

Submission

Game as mindless pastime.



Model of System



Demographics - Who is this for?

Any age, gender, education level. For

people interested in teamwork and

living collectively.

What do players do differently after playing?

Learn to collaborate and balance between individual and

collective needs.