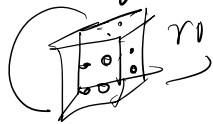


1. Draw a path 

how do you move from here?



roll a dice!



draw a card!



spin the bottle!

then,

Design Conflict

layers of it!

slow down speed up lose a turn gain a turn

Game

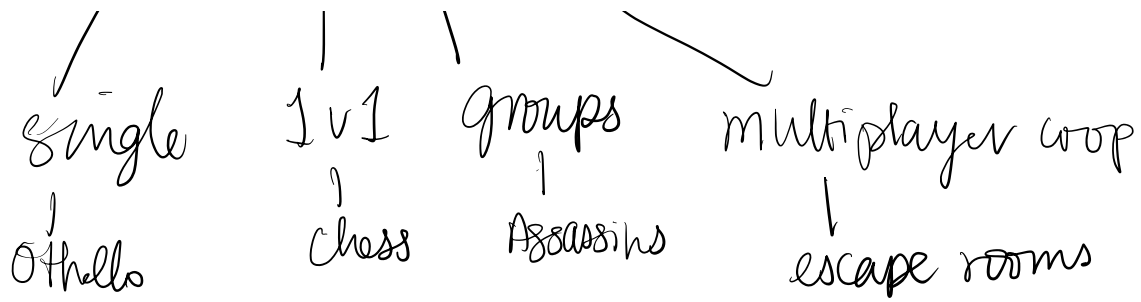
= closed, formal system

- engages players in structured conflict

= aesthetics (how it makes ppl feel)

Formal elements

Players



Objectives

Construction? walk or fly? kill the fruit? etc

Outcomes

Kids hiding together?

what are your objectives and outcomes?

Procedures & Rules

Boundaries and the Magic Circle