

SCI-Arc
Roto VSp24
Sunrise Farm Hub + (Owl Sanctuary)
Bozeman, Montana
Greater Yellowstone Ecosystem Spring 2024
Michael Rotondi w/ John Dale

board game - phase one



"Look deep into nature, and then you will understand everything better."
Albert Einstein

board game

We will begin at the infinite scale of your imagination. Please envision, design and build a board game, individually or collaboratively, which teaches its players about the future of a small to mid-sized family farm within the Verde River watershed, and how it could evolve and be transformed in the next 75 years? Your future farm should serve as a research and community demonstration of the future of farming providing an opportunity for immersive hands-on-the-farm work and learning.

Board games have been played, traded and evolved since the dawn of humanity. A game is a form of play and deep learning with a challenge, goals, rules, and structured interactions. Some board games are based on pure strategy, but many contain an element of chance; and some are purely chance, with no element of skill." Many early board games were created by mapmakers, and hung on the walls of the homes as decoration when not in use.



Ecologic (2013) what does it means to be sustainable?



Photosynthesis (2017) nurture trees in a forest

iterative board game design

Similar to our design-build process in architecture, Iterative board game design is a play based design process, emphasizing hands on prototyping and playtesting. Within an Iterative design process, design visions are proposed, prototyped, tested and modified based on the actual experience of playing the board game while it is in development.

1) Concept

Like Architecture, Game design begins with a concept. A game concept is the idea for a game, briefly describing its core play mechanisms, who the players represent, and how they win or lose.

2) Experience

In any board game the players actual experience is the key. To play a board game is to experience the game: to see, touch, hear, smell and taste the game: to move your body during the play, to feel the emotions about the unfolding outcome, to communicate with other players, and to alter your normal patterns of thinking. Maintaining the players' interest throughout the gameplay experience is the goal of board game design.

3) Venue

Venue is the place in which the game experience takes place, and will greatly influence or even define the experience.

4) Elements

Games consist of four key elements – the players, a goal, the rules, and feedback

5) Theme

Games theme is the theme is an idea or point that is central to a story, which can often be summed in a single word (for example, love, death, betrayal) and is defined by a story – a narrative with characters, setting, plot, and conflict.

6) Mechanics

Game mechanics create the theme, and consist of space, time, objects, actions, and rules.

7) Prototyping

Create your storyboards and mockups. Game designers have a rule of thumb regarding prototyping and playtesting games, you must have a game prototype at the latest 20 percent of the way into the project schedule. If you have 14 days, then you need to be playing the game on day 2 at the latest.

8) Playtesting and iterate

Clarify, simplify, and don't overdo It,

9) Most importantly, remember to have Fun!

Shall we play again?

"You master Nature not by force but by understanding."

Jacob Bronowski, "The Creative Mind" from *Science and Human Values*.



Dixit (2008) the magic of storytelling



La Granja (2014) grow your farm + nurture your crops

references

Tekinbas, Katie Salen
Schell, jesse

Rules of Play: Game Design Fundamentals (Cambridge: MIT 2003).
The Art of Game Design (Boca Raton: CRC Press 2019).

Lupton, Ellen
Halligan, Fionnuala
Michelson, Annette
Pixar

Design Is Storytelling (New York: DAP 2017).
Movie Storyboards: The Art of Visualizing Screenplays (San Francisco: Chronicle 2013).
Drawing into Film: Directors Drawings (New York: Pace Gallery 1993).
The Art of Pixar (San Francisco: Chronicle 2020).



Agricola (2007) build your farm. But don't forget to eat.



FarmVille (2009) farm management, growth + market your crops.

schedule

Wednesday 10 Jan

begin

In-between

discussions, making, playing

Wednesday 02 Feb

board game final review