Assignment 2 - Global Survival Board Game Redesign
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1. Accept Situation

How can the board game 'Global Survival' be redesigned to be educational and entertaining?

2. Analyze

I have observed that teenagers often get easily bored of educational games, like Global Survival.

According to Sherry Robinson, "most students have a need for a "social, active, learner-centered" environment, but it is most true for millenials and the later generations as the have grown up watching game shows, interactive video games, and the internet as forms of entertainment and expect education to be entertaining as well" (2013). The need for educational games increased recently as teachers felt the stress to teach students facts and developing skills in an entertaining way. Robinson also states that question and answer style games mimicking Jeopardy! are very useful in teaching teenagers important materials (2013). In a study where they asked kids if it was useful to play in this style, 80% of participants stated yes and gave it a high rating (Robinson, 2013). This is due to the fact that question style games reinforce memory and recall and allow students to know immediately how they are doing on certain topics (Robinson, 2013). However, Robinson also states that adding uncertainty and idea of chance in educational games is a key factor in making them successful (2013). When students were asked between playing with Mr. Certainty or Mr. Uncertainty, most players preferred Mr. Uncertainty - meaning if they answer correctly, they may get 2 or 0 points. Chance adds an element of surprise in educational games, making them feel more like games, and keeps students alert while playing (Robinson, 2013). It also increases competition in players and makes them motivated to answer

questions correctly and learn (Robinson, 2013). Robinson concludes that educational games with uncertainty enhances brain chemistry and activity and makes learning more entertaining, even for topics a student does not like (2013).

The question arises on why educational games are still lacking in number and considered boring. Why have publishers not caught on to the idea of making these types of games and making them entertaining? By educational games, I mean geography, chemistry, physics or other subject focused games - not just flash cards which becomes a memory type of card game. According to Katrin Becker, a university professor and blogger, the reason is due to the educators themselves (2010). As students begin to have too much fun, educators begin to feel that there is too much 'fun' going on and not enough of serious learning from which students could benefit (Becker, 2010). Thus, many educational games restrain from the 'fun' perspective and are deemed boring by many players.

Therefore, the answer lies in finding a balance between both education and fun.

3. Define

Educational games are frequently noted to be boring by many avid players and must have an underlying entertaining aspect in order to be played.. Global Survival must be redesigned with a clear educational aspect and contain organized entertainment, perhaps an element of surprise, in order to encourage players to learn using the game. Global Survival is a geography subject related game so making it in Jeopardy! Style is most suited for players to learn efficiently.

According to BoardGameGeek.com, Global Survival is rated as 1.9/5 and has received many bad reviews. One player from Montreal stated on the forum that "I made the mistake to buy this game a few years ago. It was just horrible. I tried to sell it but no luck. I don't know

where it could be right now. Either garbage, or hidden somewhere where hopefully no one will be able to find it" (Oct, 2016). Similarly, other players have stated that they opened the box played it once and never touched it again. The purpose of this game is to educate people on worldly economic affairs, yet, it is failing to do so.

The game itself has two versions - the original, published in 1996 by Avalon Hill, and - the second version, by Boardgamegeek (BGG). The BGG version includes alternative instructions than the original, but all other pieces stay the same. The players on the forum for Global Survival have stated that both versions lack sense and are not fun to play with as the instructions are too complicated.

In terms of similarity the game is played similar to Monopoly. Each player receives 2 billion dollars cash - rather than 1500 dollars as in monopoly - to buy various countries around the board. However, unlike monopoly, the game has two lanes to maneuver through and 256 spaces which the 2-8 players can buy. This gives a very constrained, disorganized, and cluttered feel which, according to the reviews, discourages people from playing as soon as they open the box. In addition to this, the game's pieces are not very alluring and having ten die makes the game very confusing.

Global Survival's educational perspective is also not very clear, using such a large amount of cash, the players get no practicality from playing. Furthermore, the cards a player gets once he or she buys a country only has facts stated which a player may read once the country is bought, but the probability of actually learning from the card is very low as many people don't want to sit and read during a game. Additionally, there is also no form of surprise in the game

which makes it a very boring and long game to play as a family. One player stated on the forum

that it took 2 players 3 hours to finish one round!

Therefore, Global Survival must be redesigned with the purpose of educating in a fun

way in order to make players learn easily and efficiently.

4. Ideate

The main idea defined in the Analyze and Define stage is a balance between education

and fun connected through an element of surprise which will be my focus for the redesign.

1. Each time a player lands onto a country they can buy it, however if it is someone else's

    country and a player lands on it, rather than just paying tax, they can be exempted from

    tax by answering questions for the landed country in a certain amount of time. This idea

    takes on bisociation as the cards idea is borrowed from Trivial Pursuit - a very famous

    educational game. Furthermore, this idea also takes on simplification as rather than 256

    spaces like on the original board, only main countries in each continent will be included

    into the board game (South Africa, America, Canada, Australia, Russia, Germany, Italy,

    France, Saudi Arabia, Pakistan, India, Brunei, Spain, Portugal, Morocco, Brazil, Mexico,

    Chile, Peru, Venezuela, Cuba, Japan, China, Korea, Madagascar, Ethiopia, and United

    Kingdom). Within the cards, the element of surprise is you can move forward or

    backward by the number of spaces allocated on the card or be able to answer a question.

    This allows for competition on who can get across the board faster and buy most

    countries while answering questions. This game version will include 2 die, a set of cards

    containing question pertaining to the various countries, and a 30 sec hourglass figure for

    timing ease.

2. The second idea adds on to the first idea, the board will consist of the main countries as mentioned above, but South Africa, Canada, Russia, Australia, Brazil, Saudi Arabia , and China will be neutral countries meaning when a player FIRST lands on it, all players will watch a video and answer the question based on it, whoever gets the answer gets the country. The idea of answering a question on the country to be exempted from paying tax is still there from 1. However, the video will not always be positive, meaning, it could just state that the player who landed on the neutral country must move back 3 spaces or forward two spaces. This idea takes on bisociation from Disney Scene It as the video answering question is from that game.

3. The third version of global survival takes a spin off and bisociation from Disney Scene It yet varies considerably as well. In this version of Global Survival, rather than buying the countries, players will compete to finish the board the fastest. The countries from 1. Are still applicable to this version yet they will not be shown on the board but instead will be jumbled into an app which comes with the game and is used to project questions - rather than a dvd like in Disney Scene It, an app is substituted to make things more portable. The general knowledge from all those countries will be collected into an algorithm of questions based on nine categories - Popular Culture, Language, Art, History, Government, Famous Landmarks, Capital, Random Play, All-Play. These category and question idea is bisociated it from Disney Scene It. However the difference between Disney Scene It and this version of Global Survival is the addition of VR. The game will randomly select a city or place and tell the player to virtually explore that area using Google Cardboard. This gives a whole new user experience and lets the player learn

visually. Similarly, the element of chance exists in that rather a question it could be statement to move forward backward by a number of spaces, or to the beginning of the board randomly. All - Play means everyone can answer the question and who gets it right can move forward, whereas Random Play just chooses a category, country and question randomly. In addition to this, the app will have a category called "Conference Play, taken from bisociation of 'Party Play' from Disney Scene It. Conference Play can be played during parties or family nights. During Conference Play, players are split into three teams as countries and engage in more general knowledge questions of the country they are representing. The country who crosses the board the fastest wins. The pieces of the game include a category dice, a rolling dice, and the moving pieces in the shape of famous landmarks.

5. Select

The main reviews from Global Survival were that the instructions and board are too complicated and there is no actual educational value. Therefore, in order to make it a good game I have decided to combine all three ideas into one. From the first idea is the concept of simplification and spatial constraint - having a single lane of 27 squares around the board which represent the countries the players are tested on is better than 256 and two lanes. In this case the spatial constraint has become positive as simplifying the countries enhances the general knowledge the players will learn. From the second idea, I have chosen the aspect of having 'neutral countries' which allows for 'all-play' across the board. This gives a fair chance to all the players to answer, or in design language, it increases the affordances for each player to be able to learn together. From the third idea I have taken the technological constraint, category playing

(Popular Culture, Language, Art, History, Government, Famous Landmarks, Capital, Random Play, All-Play), and element of chance as an important aspect in making the board game educational and fun at the same time. The neutral countries will be All - Play automatically and the app also takes the negative spatial constraint of packing cards away as it is all just in the app. Furthermore, the VR experience coming with the app will be exclusive to this game only and make learning fun and increase memory recall visually. This means that the category dice and rolling dice are taken from the third idea as well. However, the conference play can complicate things too much and will not be used.

6. Implement

The major asset of this version of the game is the idea of Norman's Design Principles. In educational games, the main idea is for a player to learn and that is through memory recall which in design terms translates to **feedback**, one of Norman's Design Principles. If a player does not the answer to the question he knows his knowledge is not enough yet to compete with other players and this motivates him to do so.

Comparing this version to the original, the path which the players must take is clearly **visible** and straightforward with a single lane leading from the start to the end.

Affordance and **Consistency** go hand in hand as the game is similar to Disney Scene It, but uses a substituted technology which is still easy to understand. **Constraints** of technological and spatial allow effective learning and limit the moves a person can do in the game. The clear path allows the players to **map** their plan and compete with others easily. Additionally, the idea of chance of either moving back or forward or to the beginning of the game enhances the 'fun'

experience and makes it more of a game then serious learning which was my goal all along.

Therefore, I believe this version of Global Survival exceeds the original.

The board's size will be the standard 18 by 18 inches of a board game. The board game

box will contain the following: instructions, legend card for the category dice, one category dice,

one rolling dice, and the board, and 5 moving pieces in the shapes of famous landmarks (The

Eiffel Tower, The Statue of Liberty, Big Ben, Colosseum, and the Taj Mahal). The instructions

sheet will include how to download the app, and how to use and access the VR Google

Cardboard app when needed. However, if players can't access the VR app, they don't need and

can just press skip once the screen states to use the VR app. The VR app is used only to enhance

the player's experience and is not necessary, but as this type of technology becomes a norm, it

can make board gaming very fun.

My proposed design is quite simple, an 18 by 18 inches board with blue and green

gradient will contain 27 white squares going around the edge starting from the left end and

ending on the right end of the board. There will be a flag every 4th square to indicate All Play -

as taken from the second idea, making it a total of 7 flags across the board (South Africa,

Canada, Russia, Australia, Brazil, Saudi Arabia , and China). In the middle will be the silhouette

of an atlas to emphasize 'Global Survival'.

As seen in Diagram1_GlobalSurvivalBoard below , the squares around the edges and the

atlas in the middle adds a sense of balance to the board design and the gradient background

makes the game seems colorful and fun. The typeface used for 'Global Survival' makes it seem

very classic and gives a 'board game feel' to it. The seven flags added - taken from wikimedia

and referenced on the .ai file - give an emphasis of color to the white squares and are eye

catching making the gradient blend in the background. Overall, I have used lines, color, and form

to give a very classic touch to an otherwise horrible board game.

Diagram1_GlobalSurvivalBoard

In Diagram2_NineFacedDice, I have illustrated what symbols will represent each

category. Using vibrant color against the black dice background, I have added emphasis

and balance to the dice. This way people will know just by knowing the color what category it is, and don't need to read the legend card everytime.
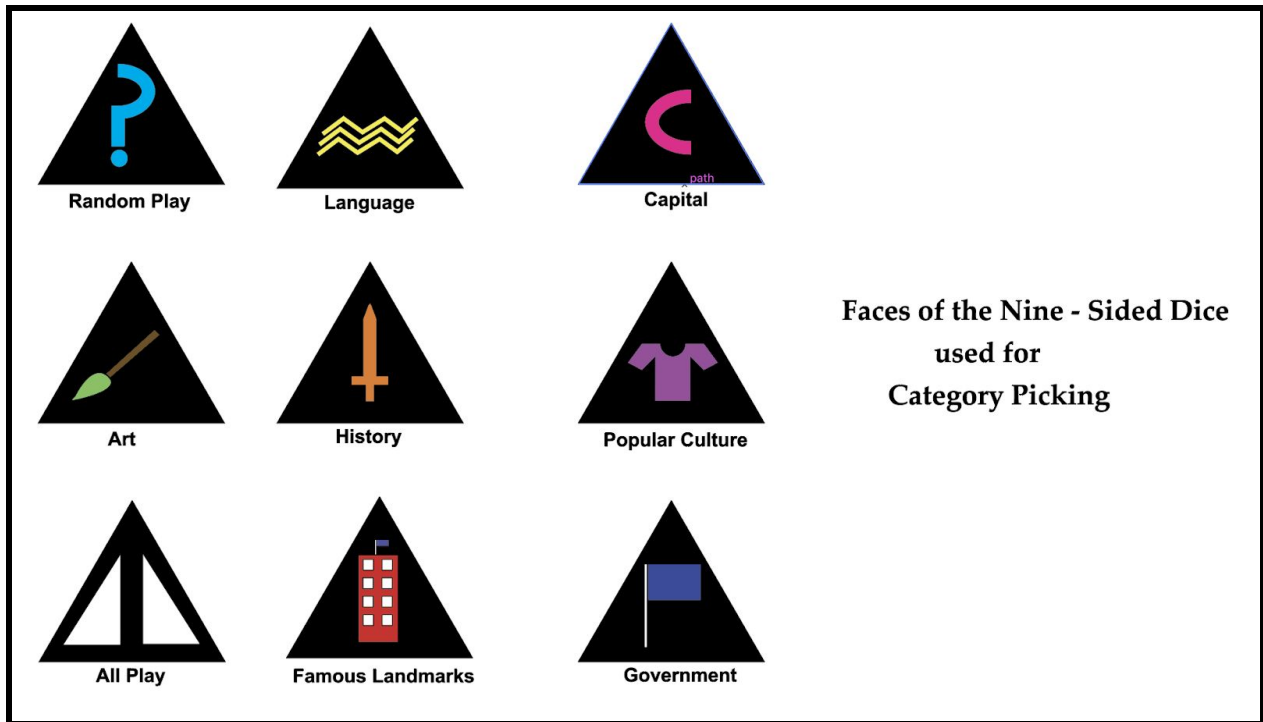

Diagram2_NineFacedDice

Overall, I have reduced the number of countries and given more color to the board as well as added a Jeopardy! Style format to the game to give an element of surprise and be educational at the same time.

7. Evaluate

My evaluation in terms of design is that perhaps, the color scheme can be better than what I have done, and a few more moving spaces could have been added rather than just 27. However, in terms of game design, I believe I have redesigned the game in a refreshing manner and have made it much better than the original.

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