



4-H Game Design Challenge

Welcome to our Game Design Challenge! This contest and activity are open to all ages and will take place in three iterations, or stages. The iterations overlap so that participants can move at a speed that works for them. The beginning time for each iteration is soft; the ending date is firm and no more entries will be accepted after that date.

Registration: Registration takes place on ZSuite. You may work on the challenge on your own, in a team of up to 3, or as a family. Once you have registered, you will receive an email with some game design paper and game strategy ideas. You are ready to begin!

Iteration 1: An idea is born... (October 1-October 31)

During this phase, your goal is to come up with an idea for a new game. The game can be a board game, a card game, or a dice game (or a combination of the three). During the first iteration, your goal is to come up with the concept of your game. Does your game have a storyline? What age is it for? Who would like to play your game? How many people can play it at once? Is it a competitive game or a cooperative game? What is the logic behind your game?

The game can be as simple or as complicated as you would like it to be.

Requirements for iteration 1: In order to get your new game off of the ground, you need to make a pitch to the game company to get the backing you need to design and produce your game. To do so, you need to create a pitch, a design sheet, and a business card.

The *Pitch* should be 3 to 5 sentences, written as if you were selling your game to a publisher. It should be a Quick synopsis hook on why they should publish your game. Provide enough information to a publisher to get you in the door to having them look at your game as a possible product in their line. This is a short elevator pitch, with key facts and the hook of what makes it

special. This is not the time to explain all of the rules. You are giving an overview of the game, so the publisher can figure out if they would like to get more details. During the pitch you give the publisher a sell sheet. You can either send your pitch in writing, or share it in a 20-30 second video.

The *Sell Sheet* is a one-page advertisement for your game. This is a flyer that shows the publisher why your game is special. It should be an artistic version of your elevator pitch. Make something that will catch the eye of your publisher and future customers.

The *Business Card* will tell the publisher a little more about who you are. You can put your personality into this! The card can be either business card or index card size for this challenge.

To complete Iteration 1, email your Pitch, Sell Sheet, and Business Card to utah4hstem@aggies.usu.edu. Once you send in your items, you will be sent an email link to order some game pieces for Iteration 2.

Iteration 2: The Games Begin... **(November 1-December 1)**

During this stage, you are making a prototype of your game. You need to:

- Refine the rules: How do you play the game?
- What will your game look like? How will you design the art? What are the rules of play? What ages is your game appropriate for? What is the ultimate goal of the game? Do players work together or compete against each other?
- Using Cardboard, cardstock, or other household materials, design the first prototype of your game. When you submit Iteration 1 materials you will receive some game components, including dice, a spinner, some figures, etc. Decide which of these you will use in your game.
- Have people play your game at least three times. What do you need to change to make your game better? What are your favorite parts of your game?

Once you have done these steps, make a slideshow (with pictures) or a short video about your game. Submit via email to Utah4HSTEM@aggies.usu.edu.

Iteration 3: There are games afoot... **(December 1st-December 31st)**

This is the redesign phase of the game, where you take what you have made and make it better! Take the things you learned and adapt! Is there a part of your game that is hard to understand? Is the number of players right? Are the rules too easy or too hard? Is your game fun to play? Get advice from your game players and make adjustments.

Once you are done with your redesign, Make a slideshow or short video about your new game prototype. Submit it via email to utah4hstem@aggies.usu.edu. When your submission is received, you will be sent either a blank game board or blank set of playing cards that you can use to design your final product.

Iteration 4: To market, to market...
(January 1st-January 31st)

Now it is time to make your final product! Take everything you learned from each iteration and create your final game! Your final product will be judged on Creativity, Playability, and fun by a panel of secret judges! More information on the submission of your final project will be sent with your game board or cards. Final game entries must be received by September 10th to be eligible for prizes.

In addition to earning a ribbon, prizes will be given for high quality entries in each age group. Prizes will also be awarded for the most amazing family entries!

Additionally, the best senior project will be eligible for a 4-H state contest winner jacket.

Game Design Challenge Summary

1. Register in ZSuite beginning October 1st. All ages are eligible to enter.

You can participate as an individual, a team of up to three youth, or a family team (including parents).

2. Iteration 1: Come up with your game concept. Develop your **pitch, sell sheet, and business card**. Submit to utah4hstem@aggies.usu.edu

3. Iteration 2: Using cardboard, cardstock or other materials, begin to design your game. You will receive some playing pieces to help with your design process. You will also receive instructions to create 3D printed pieces if you want to customize. Don't forget to have people test your game so you can make improvements!

Submit video or slideshow to utah4hstem@aggies.usu.edu

4. Iteration 3: Redesign and test your game to make it even better! You will receive some new game pieces to test based on your Iteration 2 submission.

Submit slideshow or video to utah4hstem@aggies.usu.edu

5. Iteration 4: You will receive a blank game board or playing cards to use to create your final design.

Submission information will be given with your gameboard after you send in your third iteration.

Winners announced March 1st online.

Questions? Email deborah.ivie@usu.edu or utah4hstem@aggies.usu.edu.

4H online

Name

Email

Address to mail game components

Participating as

Individual

Team (name of team members)

Family