

Step 1: Prototype the boardgame “Up the river”

See rules.

Step 2: Play “Up the River”

Step 3: Discuss

- Is the game balanced?
- How does each aspect of the game mechanics add to the overall game?
- What is the relationship between the size of the board and the number of points on the die?
What happens if you change the size of the board?
- What is the relationship between the number of boats each player has and the starting position?
What happens if you change the starting location?
- Why is the starting position of the sandbar important? What about the high tide card?
- What skills are necessary to play this game? Is the game ultimately decided more by skill or more by chance?
- What does the good wind/ill wind option add to the game?
- Why does play begin with the youngest player? Who is the market for this game?

Step 4: Modify “Up the River”

- Pick a social issue. This will be the new theme for your game
- Pick a new player experience that you want to introduce into the game. (The experience you pick should, of course, go with your social issue.)
- Modify the game mechanics such that the game experience you chose becomes part of the game.

Step 5: Play your mod

Step 6: Discuss

- Have you met your player experience goal? In what ways does your game create the desired player experience, in what ways does it not?
- How could you change your game to make the experience stronger? Or more interesting?
- Is the game still balanced? In what ways is it not balanced and what could you change to repair it?