



Paper Prototyping

Or why designing with your hands is cool

@mentapurpura

mentapurpura@gmail.com



Let's get to know each other!

In groups of 4, take turns asking these:

- What's your name and one of your favorite things?
- Why did you come here today?
- Could you tell us about some past experience you've had prototyping?
- In 3 post-its, write one word per post it that you comes to your mind when you think of "prototyping".



Icebreaker time!



What is a prototype?



What is a prototype?

An early working model,
an embodiment of an idea.



What is a prototype?

The act of making ideas tangible.









Paper prototypes

vs.

Digital prototypes

lo-fidelity, made with physical materials,
super accessible

lo to high fidelity, made digitally (coding!),
require more knowledge of software



Paper prototypes

vs.

Digital prototypes



what we're focusing on today



Paper prototyping



Paper prototyping

An early working model,
an embodiment of an idea,
made with materials you can
modify with your hands.



Paper prototyping

It is used by many digital game designers!

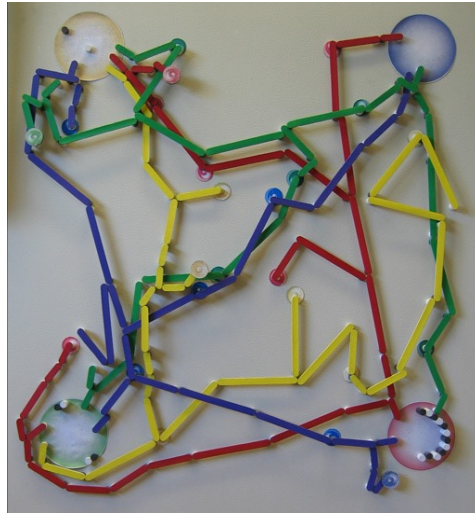
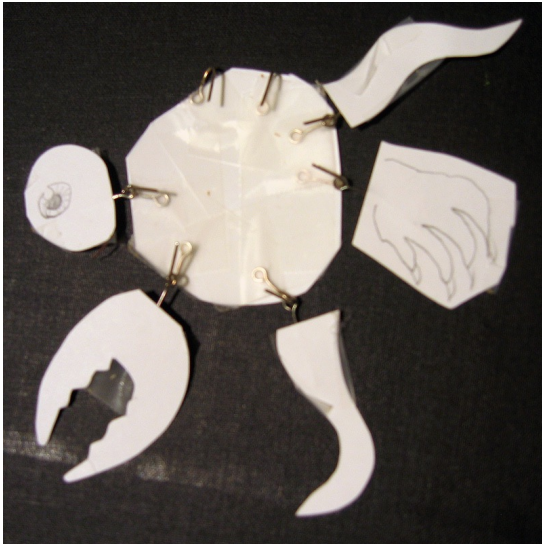


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SPORE





But paper prototypes
are not board games



Board games

are in a final stage

are the union of
many mechanics and rules

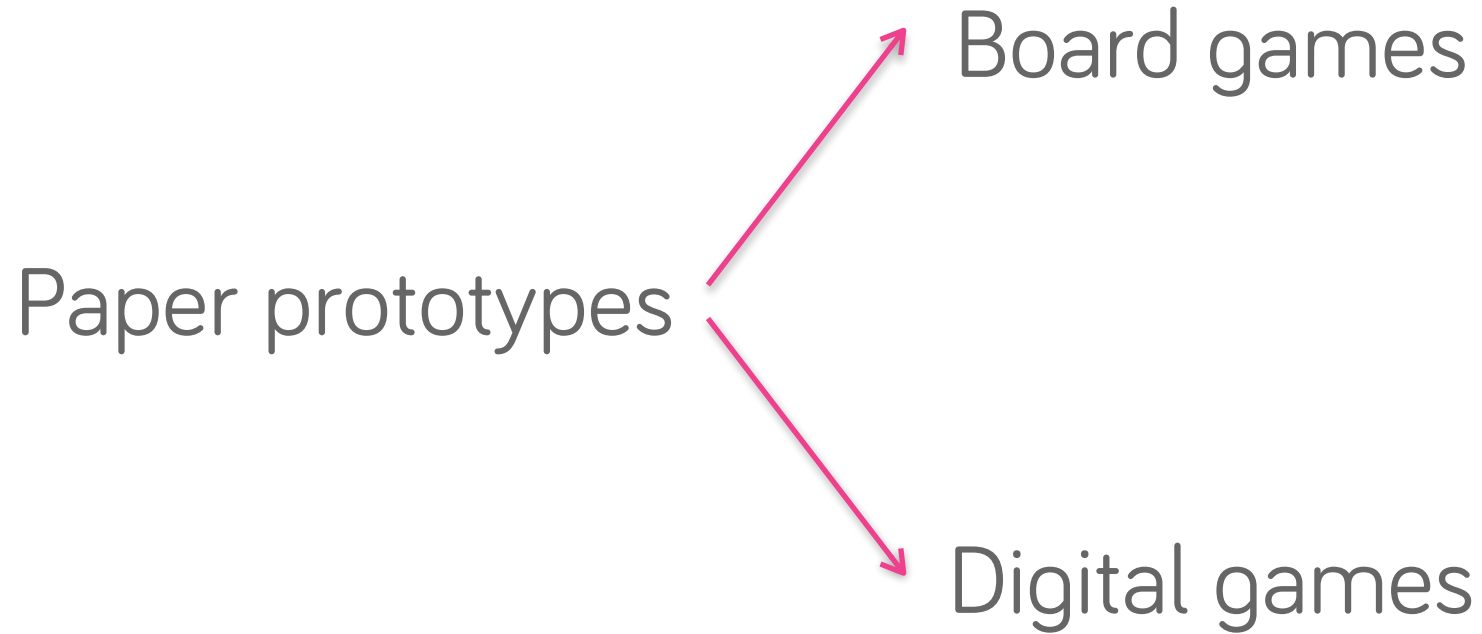
can use paper prototypes

Paper prototypes

are tests

focus on just one small piece
of the whole game

can be part of boardgames or digital
games





So why do we use
paper prototypes
in game design?



Benefits of paper prototyping

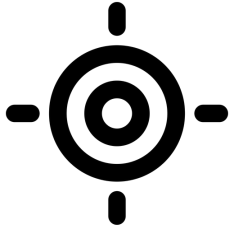
- Cheap
- Breaks down a big problem into smaller ones
- Everyone can be a part
- Failure is less daunting
- Gives everyone a common language, a “thing” to talk about



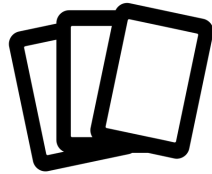
By being able to quickly make meaningful design decisions, possibilities become endless.



The process of paper prototyping



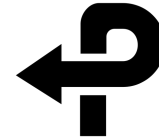
Set objective



Choose experiment



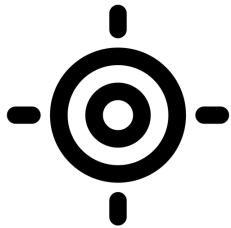
Prototype #1



Pivot



Prototype #2

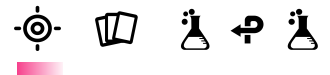


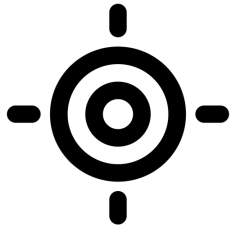
Set objective



1. Create value proposition of game.

Settlers of Catan is a multiplayer board game. Players assume the role of settlers, each attempting to build and develop holding while trading and acquiring resources. Players are rewarded points as their settlements grow. The first player to reach a set number of points is the winner.

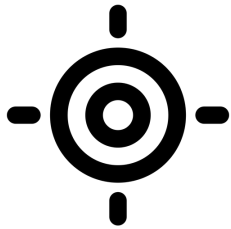




Set objective

↳ 1. Create value proposition of game.

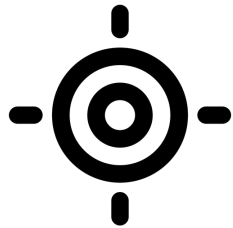
YOUR GAME is a # players material. Players assume the role of game world rules. The first player to winning condition.



Set objective

↳ 2. Evaluate
most
recognizable
part of value
proposition

YOUR GAME is a # players of material. Players
assume the role of game world
rules
The first player to
winning condition



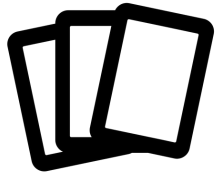
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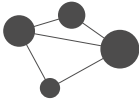







Choose 1 out of:
M.A.S.H.
Tic-Tac-Toe
Battleship
Squares And Dots
Hangman





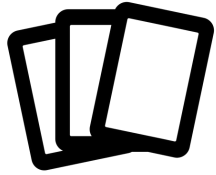
Choose experiment

↳ 3. Explore the prototyping deck

<p>SCALE UP</p>  <p>Augment the scale of your game.</p> <p>Guiding questions: What if the board was the city? What if this was played by whole countries?</p> <p>Guiding concepts: materials, location, economy</p>	<p>SCALE DOWN</p>  <p>Minimize the scale of your game.</p> <p>Guiding questions: What if the board was smaller? What if this was played in a tiny space?</p> <p>Guiding concepts: materials, location, economy</p>	<p>COLLECTIVIZE</p>  <p>Make your game more social.</p> <p>Guiding questions: What if the game had more players? How could we make the game more socially engaging?</p> <p>Guiding concepts: community, player interactions, rituals of play</p>	<p>INDIVIDUALIZE</p>  <p>Make your game less social.</p> <p>Guiding questions: What if the game had less players? How could we make the game more about contemplation and solitude?</p> <p>Guiding concepts: community, player interactions, rituals of play</p>	<p>BEND</p>  <p>Take out some rules from your game.</p> <p>Guiding questions: What if this rule didn't exist? What if players were welcome to cheat? What if rules were loosely defined?</p> <p>Guiding concepts: mechanics, rules, rituals of play</p>	<p>RESTRAIN</p>  <p>Put more rules into your game.</p> <p>Guiding questions: What if a new rule was added? What if rules were very strict?</p> <p>Guiding concepts: mechanics, rules, rituals of play</p>
<p>WIN DIFFERENTLY</p>  <p>Add or change the winning condition.</p> <p>Guiding questions: What if players could win in more ways? What if players could win in a completely different way?</p> <p>Guiding concepts: goals, player interactions</p>	<p>LOSE DIFFERENTLY</p>  <p>Add or change the losing condition.</p> <p>Guiding questions: What if players could lose in more ways? What if players lose in an unexpected way?</p> <p>Guiding concepts: goals, player interactions</p>	<p>SOLIDIFY</p>  <p>Make your game more tangible.</p> <p>Guiding questions: What if time was slower? What if the materials were sturdier? What would happen if you could take the game with you?</p> <p>Guiding concepts: materials, time, physicality</p>	<p>LIQUIFY</p>  <p>Make your game less tangible.</p> <p>Guiding questions: What if time was quicker? What if the materials were flexible/less sturdy? What would happen if the game was hard to see/hear/feel?</p> <p>Guiding concepts: materials, time, physicality</p>		

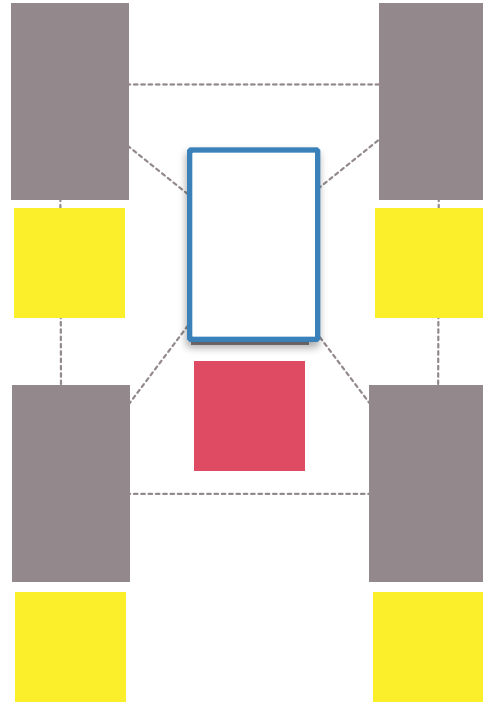
Trophy icon by Ken Messenger

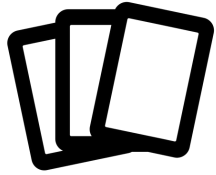




Choose experiment

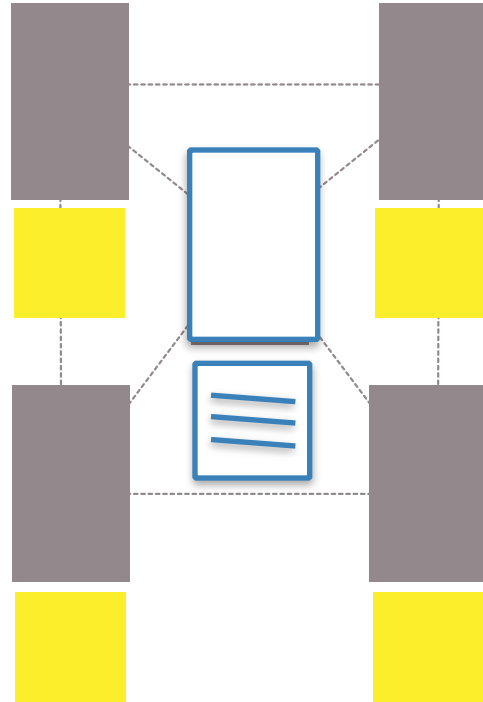
- ↳ 4. Place card related to most important part of proposition in the middle of framework

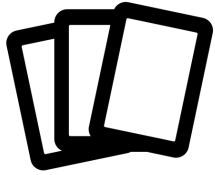




Choose experiment

↳ 5. Write underneath it what changes you would make

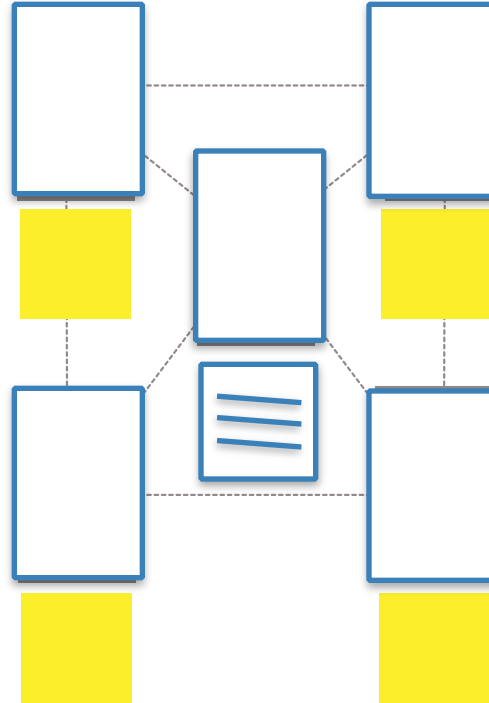


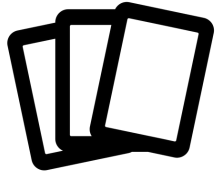


Choose experiment



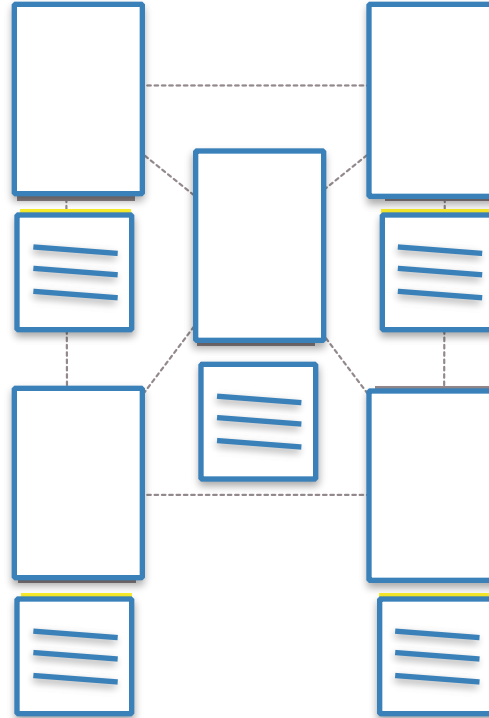
6. Place rest of
cards around
main card

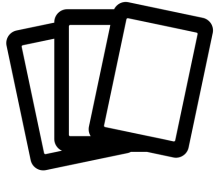




Choose experiment

↳ 7. Write the
“domino effects”
of your main
card on
surrounding
cards





Choose experiment



9. Rewrite your
value
proposition!

YOUR GAME is a **# players** **material**. Players
assume the role of **game world**
rules
The first player to **winning condition**



Prototype #1

↳ 10. Go get materials that match your current value proposition!



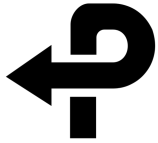


Prototype #1

↳ 11. PLAY!



(take notes!!!!)



Pivot

↳ 12. Write a new
value
proposition.

Did you fail fast enough?

Ask yourself:
What would you change?
What would you keep?

And the biggest question:
should you change your main card
or refine what your current prototype?

Don't be afraid to change!





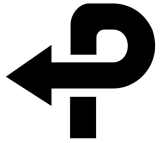
Prototype #2

↳ 13. PLAY AGAIN!



(take notes!!!!)





Pivot

Stop prototyping when people are so excited that they ask for more!

↳ 14. When to stop pivoting?

If people feel like the prototype is fulfilling, then that's probably a good point to iterate other aspects of your game.



Thanks! Questions?

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