

Solution/Storekeeper/Grey Nomads (Board Games)

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Time in isolation left me with opportunities to create and construct many projects; this included creating multiple game prototypes and conducting research into the creation of published board games. This practical project was the perfect opportunity to bring my ideas to life. My brief was to create a game that was engaging, fluent and vibrant and appealed to a large target audience. To learn more about my personal aesthetic, I examined my previous ideas and concepts and further developed some of them in preparation for the project.

Exploration for this task was relatively convenient, as I already owned a large collection of board games that appealed to me; these included *Cartographers*, *Parks* and *Catan*, which feature cartoon-styled art and interesting gameplay. I completed further research by analysing successful game designers such as *Antoine Bauza*, creator of *7 Wonders*. By learning about their creative processes, I applied some of their strategies for creating an entertaining piece of art. The final stage of research I conducted was exploring assorted game themes, which could potentially develop into individual concepts.

Eventually, I resolved three distinct games, each with a unique theme. My first was inspired by a large worldwide issue, global warming. I wanted to create an entertaining game that teaches young children the solutions to large-scale problems, rather than all of the challenges and misery that the topic is normally surrounded with. My second concept evolved from a game I had made in the past, but I remodelled the graphics to be 'shop' themed. I printed a prototype of this game, and it nearly became my final concept due to instant appeal with friends and family. "*Grey Nomads*" was my final idea, and the only concept to include a traditional board. The game title is self-explanatory, with my organic artistic style again evident throughout this concept.

The aesthetic of the final game – "*Solution*" – is also playful, organic and minimalist. I enjoyed creating the art presented on the cards, and the characters who appear throughout the game. This concept was ultimately the strongest because it was feasible to physically produce, and because the graphics were most cohesive. To complete the project, and the game itself, I sent my graphics to a board game company for it to be professionally created. After a month I received the game, and it was much better than I had imagined. The colours and graphics were all very accurately printed, and it appears as a convincing commercial product.

At the conclusion of this project, I was so pleased with all three concepts that I decided to submit them all as final design products – I am especially satisfied with "*Solution*". With more time to develop the other two concepts, I would create higher quality prototypes, including game boxes and instruction manual graphics. If there is ever another lockdown, I know that I have created a game to play with my family, along with many more to create and develop.