

Subject: Class Board Game

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Use this place to dialogue new ideas and insights to apply to the class board game.

- I think we made progress during class when we finally thought of the trivial pursuit format. However, there were still details we had to hash out. Most of the time we will spend will probably involve making possible questions.

It would be good to begin to compile a list of questions and answers. Moreover, we could compile definitive categories (as was discussed).

We are heading in the right direction.

- I was thinking about it and perhaps we should've considered how many players we find ideal, how much time they have and so forth.

Anyway substantively I think we should use computer chips/pieces And maybe we consider keeping trivial pursuit fashion, but going up a pyramid so it has 4 sides or whatnot. Thus the bottom rows are the questions one they need to get a piece from each color on and then the levels above are like the 2-3 spaces you have to get right to move into center of trivial pursuit.

- Yeah, seems like you really like the pyramid idea, so I have no problem with that. As a class, are we going to be able to make a 3-d board resembling the pyramid or are we sticking to 2 dimensional flat drawn out style of game play? Yet another question of mine, is can any other obstacles be added so that it is more than just right and wrong style game play? As far as game length, the ideal trivial pursuit as I may have mentioned in class, is rather long, and can go on if one fails to role the appropriate role to land on a certain color. Therefore, we need to come to some agreement as a whole so that our game can be one that will not loose its audiences. I don't know, I guess we can discuss in further detail in class, and reach some consensus.

- Parts/Hardware- Mouse, Keyboard, Speakers, etc
 - Types of computer- PC, MAC
 - Drives- A,B,C,D
 - Operating Systems- Msft, linux, unix
 - Companies- intel, msft, gateway, dell, ibm, etc
 - Internet- (Subcategories-email, viruses/popup, etc)
 - Peripherals- webcam, printer, scanner, etc
 - Computer navigation- start->file->save etc
 - ICON Identification- like the W for Word, walking man for Aim, etc
 - Ethics-downloading, plagiarism, application use, etc
- Objective: To successfully build a computer.
 - o 5 colors:

Red- Hardware
Blue- Software
Green- Operating Systems
Yellow- Internet
Black- Peripherals

Game Play: Each player rolls a dice with different color sides and moves to the corresponding color space. The player then picks up a question card and if player answers this correctly than the player receives a 'piece' of the computer. They must get all 5 pieces to successfully build a computer.

- The player will begin at the center. Player rolls a dice to determine how many spaces forward they proceed. If they land a 3, they move to whatever color is 3 steps ahead. Then they must answer that question to roll again. If they get it wrong, the next player gets to roll. The object is to key to a 'key space' where they can answer a question to buy a computer part.
- Objective: To successfully build a computer (Monitor, Tower, Mouse, Keyboard, and Speakers).

2-4 players

For Person with little to no experience with computer (age range can vary from 8 and up)

5 colors:

Red- Hardware
Blue- Software
Green- Operating Systems
Yellow- Internet
Black- Peripherals

Game Play: Players start in the center of the board. Players than roll a dice and then proceed that many spaces in any direction. On whichever color the player lands, he or she must answer the corresponding question from the corresponding color card. If the player gets the question right they roll again and if the player lands on a 'computer piece space' he or she collects that piece towards building their computer. Once the player has completed their final (5th) piece of the computer, player must proceed back to the starting place. In order to get to the start point, player must proceed one space at a time along an axis answering questions from the 'difficult pile'. The first to return to the start space with a successfully completed computer wins.

Barrier- Every once in a while, a 'virus card' will occur in a color question group. This card will remove a component of the computer being built.

Components:

6 different question color cards

Playing pieces to move on board

Pieces to obtain to 'create the computer'

