Taken form brainstorming Discussion Threads

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.

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'