

Slide text from Scott Nicholson's 9/8/11 talk on Modern Board Game Design. The talk can be viewed at <http://tinyurl.com/65ud5zu> (the original slides are not being redistributed as many of the images are protected by copyright, but the text from slides is here. ).

▣ From Settlers to Quarriors:

▣ Breaking up the Monopoly with Modern Board Game Design

Scott Nicholson, Syracuse University School of Information Studies

▣ Overview

- ▣ Personal background
- ▣ Libraries and Games
- ▣ Modern Board Games
- ▣ Board Game Mechanisms

▣ Gaming in Libraries Research

- ▣ 75% support gaming
- ▣ 40% run gaming programs
- ▣ 20% circulate games
- ▣ A long history
- ▣ Different libraries have different goals

▣ SNAKS Game Archetypes

- ▣ Strategy
- ▣ Narrative
- ▣ Action
- ▣ Knowledge
- ▣ Social

▣ Why Consider Face-to-Face Games?

- ▣ Rich Social Engagement
- ▣ Realities of Infrastructure
- ▣ Creation time for non-coders – classroom exercise
- ▣ Fewer hurdles and frustrations
- ▣ Quality of Product (Claypool and Claypool)

▣ Common Points of Difference

- ▣ Role of Game Designer
- ▣ Frequent & Indirect Player Engagement
- ▣ Player Elimination and Game Length
- ▣ Dice, Spinners, and Luck
- ▣ Elegance through consistency and abstraction
- ▣ Quality of Components
- ▣ Board Game Mechanisms

## ▣Categories

- ▣Action Selection
- ▣Resource Collection
- ▣Logistics
- ▣Conflict Resolution
- ▣Visual and Spatial Skills
- ▣Player Roles
- ▣Game Variability

## ▣Monopoly Actions:

- ▣Phase 1:
  - ▣Buy a property (put up for auction)
  - ▣Upgrade a property
  - ▣Draw a Chance card or Community Chest card
  - ▣Trade properties
  - ▣Get out of Jail
- ▣Phase 2:
  - ▣Draw a property or taxes card from deck

## ▣Action Selection

- ▣Simultaneous Action Selection – Hoity Toity
- ▣Action Point Allowance System - Tikal
- ▣Time Track - Thebes
- ▣Variable Phase Order – Puerto Rico
- ▣Worker Placement - Agricola
- ▣Deck Building - Dominion

## ▣Resource Collection

- ▣Set Collection – Ticket to Ride, Ra, Zooloretto
- ▣Trading Settlers of Catan
- ▣Hand Management - Bohnanza
- ▣Auction – Modern Art
- ▣Stock Holding / Commodity Speculation - Acquire
- ▣Card Drafting 7 Wonders

## ▣Logistics

- ▣Pick-up and Deliver - Steam
- ▣Line Drawing / Crayon Rails – Empire Builder
- ▣Route/Network Building – Power Grid

## ▣Conflict Resolution

- ▣Rock-Paper-Scissors - Civilization
- ▣Dice Rolling - Risk
- ▣Area Control / Area Influence – El Grande

- ▣ Voting - Lifeboats
- ▣ Visual and Spatial Skills
  - ▣ Tile Placement - Carcassonne
  - ▣ Area Enclosure – Through the Desert
  - ▣ Pattern Building - Qwirkle
- ▣ Player Roles
  - ▣ Co-operative Play - Pandemic
  - ▣ Partnerships – Descent, Dungeons & Dragons Wrath of Ashardalon
  - ▣ Not-So-Co-operative Play – Shadows over Camelot, Battlestar Galactica
- ▣ Game Variability
  - ▣ Variable Player Powers – Cosmic Encounter
  - ▣ Modular Board – Seafarers of Catan, Quarriors
- ▣ Boardgamegeek.com
- ▣ Gamerankings.com
- ▣ Wrapping Up
  - ▣ Resource for educators and librarians
  - ▣ Board and Card game design as a pedagogical tool
  - ▣ Thanks to community at boardgamegeek.com
  - ▣ More about my work? <http://becauseplaymatters.com>
  - ▣ More about board games? <http://boardgameswithscott.com>
  - <http://onboardgames.net>
  - ▣ Contact me! [scott@scottnicholson.com](mailto:scott@scottnicholson.com)