

# Public sessions: Design session 1

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During this 2 hour session the group will go through a design process to design a kaiju and buildings based on what is needed for the game that has been redeveloped.

## Engagement style

### Venue

Fabrication lab

### Dates

Monday 22nd October 6-8pm

### Capacity

10

### Staffing

1 casual staff member

1 contractor

## The Plan

- Intro's- Name and why came today ( this will give the facilitators a chance to determine which plan to follow based on interest)

Make everyone aware of the following:

All participants should be signed up as SLQ patrons too, that way we can leverage the privacy agreement (which details where the information is stored)

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### **Workshop Outline**

- Speak to the game mechanics of the new game
- Design skills 101
- Look at the buildings files make sure that they are the best they can be and they represent Brisbane enough
  - Create a Kaiju File
  - Laser cut some of the work
  - Finish/goodbyes

### **Materials needed**

- Butchers paper
- Pens/pencils
- Buildings & Kaiju & old cards
- Kaiju typography and VID files
- Computers (1 per person)
- Snacks

### **Outcomes required**

Final Cut files for Kaiju and buildings

**Reflection**

There were a number of people that signed up for this workshop, very few showed up on the day. They were mainly interested in the game mechanic side of things. After unpacking these for a long while we were all able to pull together some ideas around the board design and some icons that could be there to distinguish between large and small. We also worked on the size that the hexes could so as to fit on the board.

It came up during the session that it would be great to be able to share the game and what is happening from week to week for those that cannot attend in person. A *Slack* group has been set up where people who sign up to the sessions will be invited to join and contribute to and continue the dialogue.

