Microboard Game Making

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October 2021, Developed by Daniel Flood

Acknowledgement

We acknowledge Aboriginal and Torres Strait Islander peoples and their continuing connection to land and as custodians of stories for millennia. We respectfully acknowledge the land on which we all meet today, and pay our respects to elders past, present and emerging.

Summary

Boardgames have come back around as the new hotness in the community, with huge kickstarters and an avalanche of new people coming to the hobby. The only thing better than playing a game - for a certain kind of person - is to create their own game from scratch. Which is what this workshop program is all about; designing and fabricating prototype micro-boardgames in collaboration with local professional game designers and the Applied Creativity team in Brisbane only free-to-use maker-space.

Marketing Copy

Newwave Boardgames are the new crochet and this is your opportunity to get in and get involved creating some to share with the world.

Over five weeks engage with professional Brisbane game designers and the State Library's master makers in a program of play, development and iterative design. All final designs will be published on

the State Library wiki, shared with libraries across Australia and the world to enjoy. Who know's where your awesome ideas might lead you…

Everything you need to make your game will be provided, access to the State Library's world famous Fabrication Lab sorted and induction on some of the awesome equipment there. All we need is you!

Skills Introduced

- Game design and theory
- Digital Fabrication
- Entrepreneurial opportunity

Materials

If your workshop does not require any materials (maybe digital only) delete this section or change to something more appropriate.

Material	Quantity	Cost	Supplier
Material 1	1	$0.00	Supplier 1
Material 2	1	$0.00	Supplier 2
Material 3	1	$0.00	Supplier 2
Material 4	0.1	$0.00	Supplier 3
	Total	$0.00	

Tools and Preparation

Again, if your workshop does not require physical tools, delete or change this to something like Software required.

Tools

- Tool 1
- Tool 2
- Tool 3
- Tool 4

Preparation

Before the workshop you will need to …

Workshop Walk through

Step 1

General Induction. WOrkshop opens with this and the practical task nmiodified to be a part of the workshop program outcome.

Sub-Step 1

Sub-Step 2

Step 2

Sub-Step 2-1

Sub-Step 2-2

Step 3

Sub-Step 3-1

Sub-Step 3-2

Step 4

Sub-Step 4-1

Sub-Step 4-2

References

- [Reference Link](#)

Downloads

Add any slide presentations, instructions, software etc. here

If you wish to make a slide deck to include, please follow a similar example of colour and Wiki styling.