

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