

The logo features the word "3Doodler" in a blue, stylized, outlined font, followed by "EDU" in a bold, yellow, sans-serif font. Below this, the words "Design Challenge" are written in a white, sans-serif font. The background is a blurred image of a board game with various pieces and a map.

# 3Doodler EDU

## Design Challenge

# Adventure Games

## Participant's Guide

### 🚩 The Challenge

Select a historical event or a literary work of fiction and design a board game using the 3Doodler and plastic strands to create game pieces, avatars and custom playing boards.



## 📅 Challenge Organization

📝 Notes

### 📷 Challenge Documentation

Take photos & videos of your process using a camera. Document what to do and what not to do. Share your experience with the online community using #3DoodlerEDU!

Challenges are organized into 50-minute periods so they can fit into a traditional classroom structure, or be combined into a single workshop with breaks in between activities. This Challenge is designed to have participants work in short sprints to quickly explore the concepts.

## 🖥️ Class 1: Investigate

🕒 Total Time: 50 min.

### 🔍 Investigate (🕒50 min.)

**Step 1:** In teams of four, begin research by playing a role-playing board game. As you play the game, answer the following questions:

- What is the story behind the game?
- What is the game's reward system?
- Are the characters represented by an avatar or playing piece? What is their experience like in the game?
- How do you win or lose the game? How are points accumulated?
- Are there cards or dice used? What does each communicate?
- What is the history of the game?
- How can the 3Doodler and plastic strands become part of the game?

**Step 2:** Select a historical event or work of fiction that you have recently studied. How could a role-playing game be created to learn about this area of study? Who are the characters and what are the events that could play out? Write down some answers in your notes but do not start designing your game yet.

## 🖥️ Class 2: Design & Plan

🕒 Total Time: 50 min.

### ✍️ Design & Plan (🕒50 min.)

### 🔪 Remember to Snip Those Ends

We recommend pliers or scissors for snipping plastic ends. Make sure to keep your plastic ends clean to prevent clogs and jams. Snip plastic after removing it from the 3Doodler pen to make sure it's clean for the next time.

**Step 1:** Based on the research into role-playing games and your selected historical or literary reference, your team will draw out a draft of your game board and a set of directions for how the game will work. This will include the game's story, reward system and scoring, characters or avatars and game pieces.

**Step 2:** Experiment with the 3Doodler and plastic strands to explore how they will be included as part of the game. You may use 3Doodled pieces in combination with paper or cardboard for the making of cards and/or game boards.

Notes area with horizontal dashed lines for writing.



## 🔗 More Information:

For further information and about the history of role-playing games, visit:

- <http://www.darkshire.net/jhkim/rpg/theory/history/draft.html>

For further information and inspiration about the role-playing games' connection to creativity, visit:

- <http://goo.gl/6Rdoab>

### 🖼️ Images:

Cover Page: <https://goo.gl/aTidqw>

Fig.1: <https://goo.gl/5ZSEBI>

Fig. 2: [https://c2.staticflickr.com/8/7001/6475530771\\_245633ee51\\_b.jpg](https://c2.staticflickr.com/8/7001/6475530771_245633ee51_b.jpg)