

École
nationale
supérieure
des arts
décoratifs



EDUCATIONAL BOARD GAME

Design Symmetry Workshop, 2020

Made by:
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01 CONTEXT

THE PROBLEM

- **Art and design schools lack social mix**, it's necessary to bring back diversity in order to nourish exchanges between students and teachers, indeed the different life paths are a richness for creation.
- **Artistic studies are often subject to apprehension about their professional outlets.** This is generally present regardless of social class (even in well-to-do private schools).

THE TASK

- **Create a board game as an educational support that makes known and promote access to art and design schools and public preparatory classes for young people from modest backgrounds.**

02

WHY A BOARD GAME?

Based on the gamification educational method, **a board game can be an excellent tool because it increases motivation through engagement and participation.**

Changing the way vocational education is delivered can increase teenager's interest in their future and it can also encourage them to build their own path.

GAME GOALS

-Provide information about art and design careers to high school students from modest backgrounds.

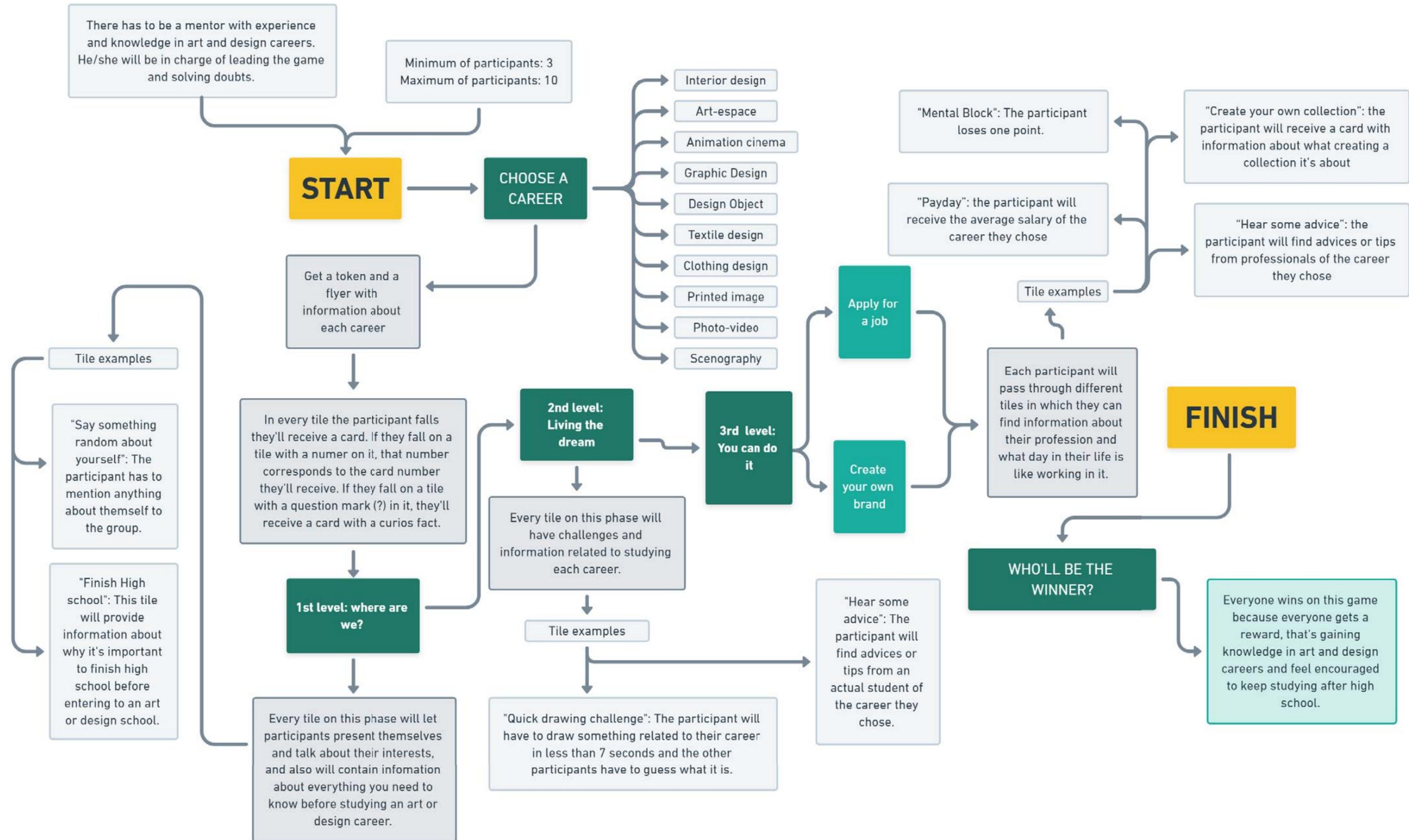
-Encourage teenage students to continue their studies after they graduate from high school and to consider an Art or Design Career.

-Give teenagers from modest backgrounds an idea of what would be like their next years if they opt to study and art or design career and also the give them information about the professionals paths they can follow for each career after they graduate.

-Engage a discussion at the end of the game where teenagers can share their doubts, questions and aspirations to the group.

03

GAME DYNAMIC

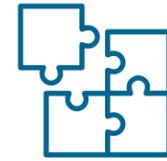


04

GAME INSTRUCTIONS



EDUCATIONAL BOARD GAME



SETTING UP

The first step is to extend the wood board and to organize the cards in groups according to which sector they belong to, **every sector has a different color.**



GETTING STARTED

Before starting, **there has to be a mentor who has experience in art and design careers**, he/she will be in charge of leading the game and also solving doubts.

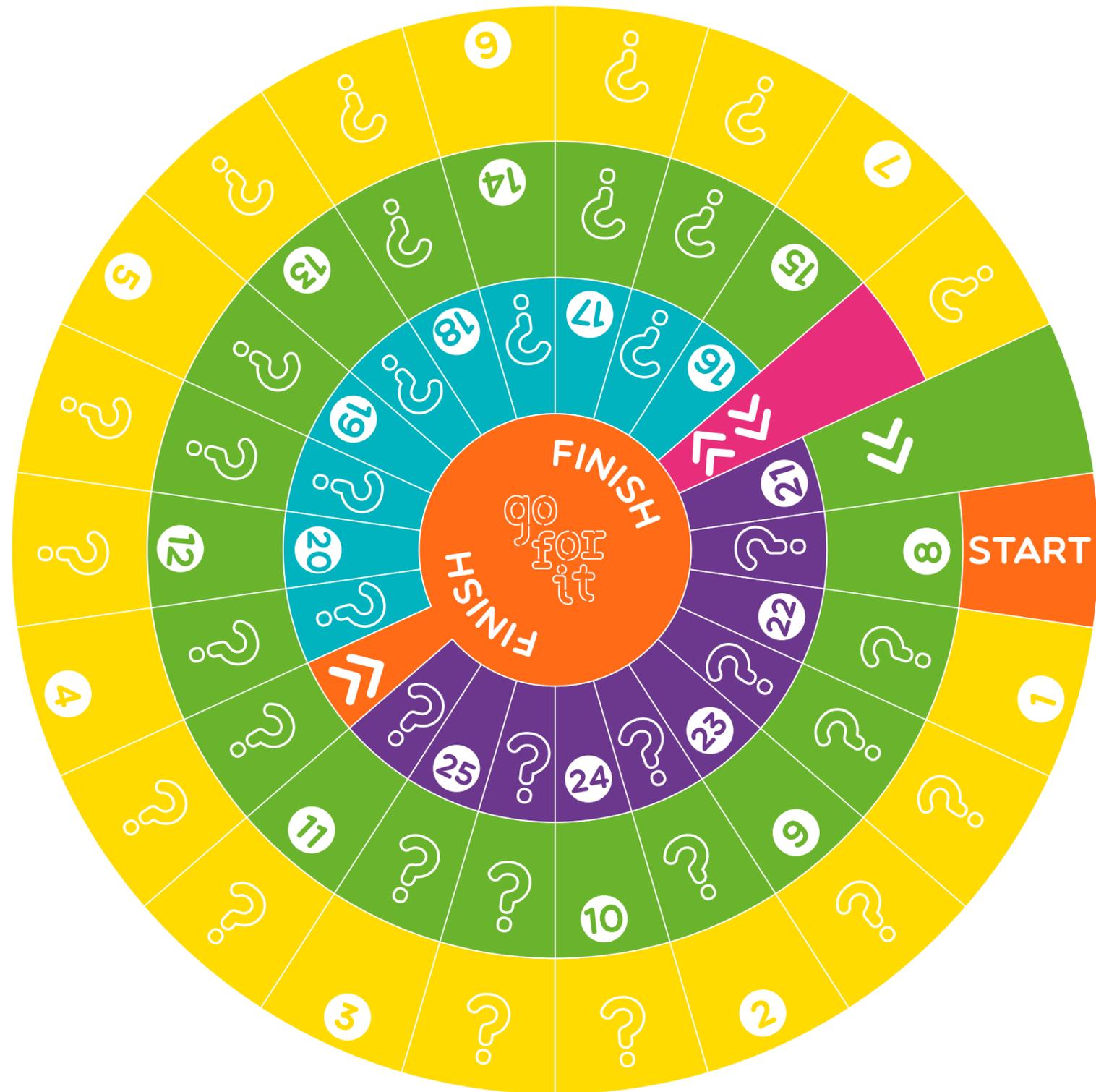
The **maximum** of participants is **10**, the **minimum** is **3**.



HOW TO PLAY?

- **Every participant will play with a different career.** A career can be assigned randomly to each participant or each participant can decide which career they want to play with.
- Before starting, all the participants have to place their pawn at the “Start” tile.
- Every participant **will be able to move from tile to tile with the help of a dice**, the number they get corresponds to the number of tiles they have to go through.
- The group has to decide who's turn is gonna be first and then, the next turn will correspond to the participant that it's beside them, and so on.

05 BOARD



ICONS

» Direction

? Curious fact card

1 Career card

● **Start & Finish**

● **1st Level:**
“Where are we?”

Every tile on this phase will let participants present themselves and talk about their interests, and also will contain information about everything you need to know before studying an art or design career.

● **2nd Level:**
“Living the dream”

Every tile on this phase will have challenges and information related to studying each career.

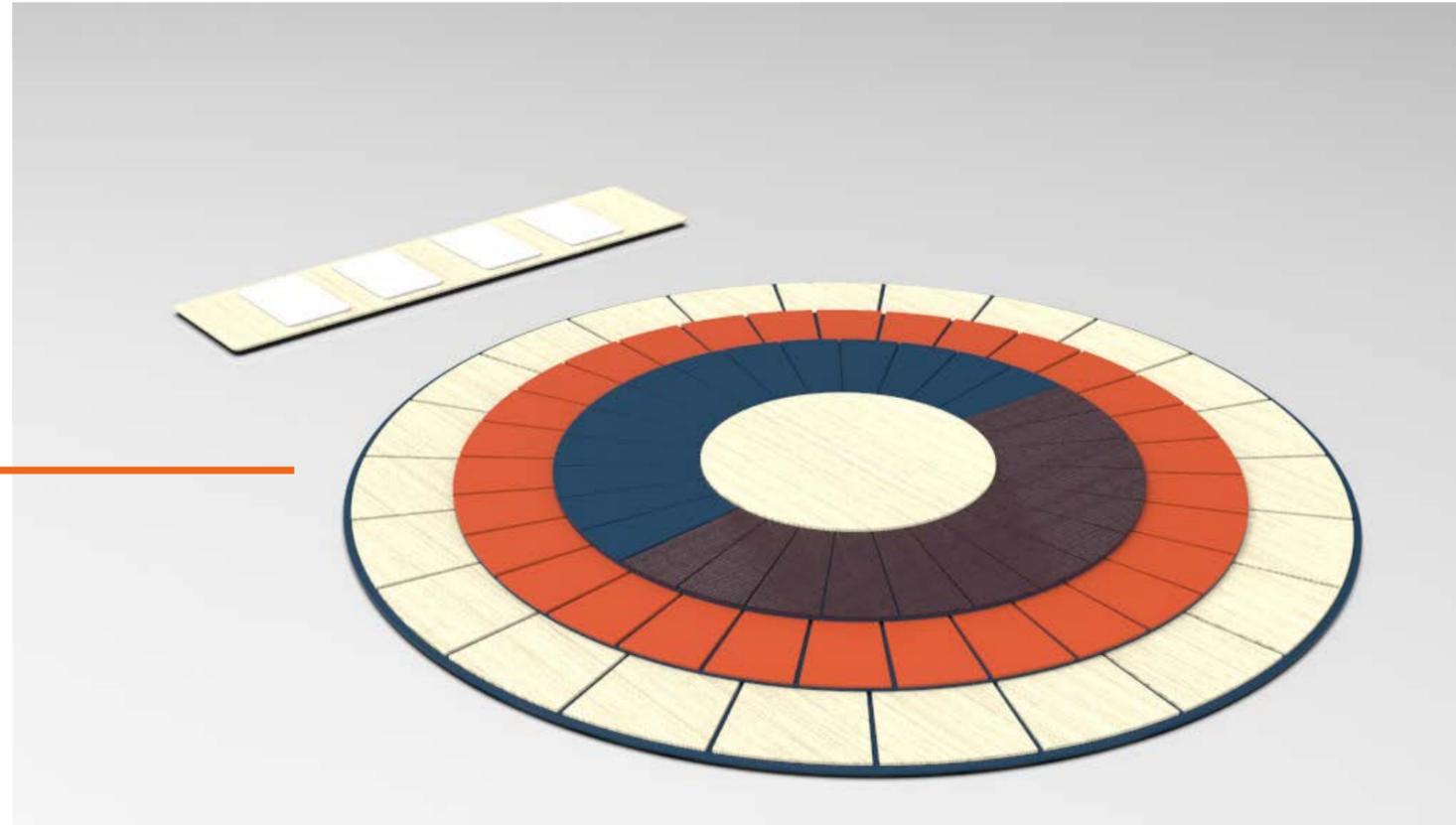
● **3rd Level:**
“You can do it”

Each participant will pass through different tiles in which they can find information about their profession and what day in their life is like working in it. They can choose between two paths:

● Apply for a job

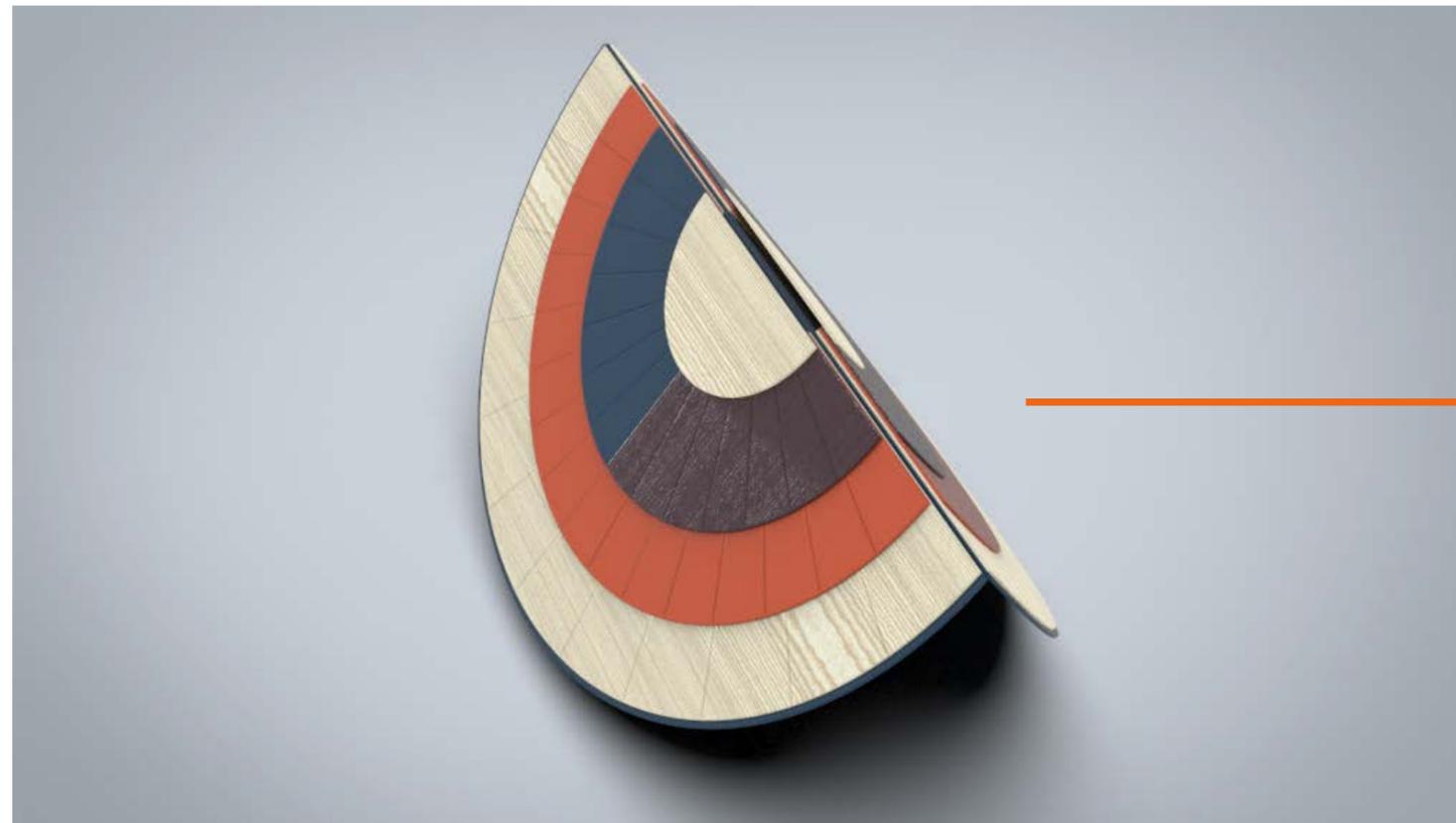
● Create your own brand

The board will be made of fine wood, silk-screened tiles and varnished.



Size:
60 cm diameter

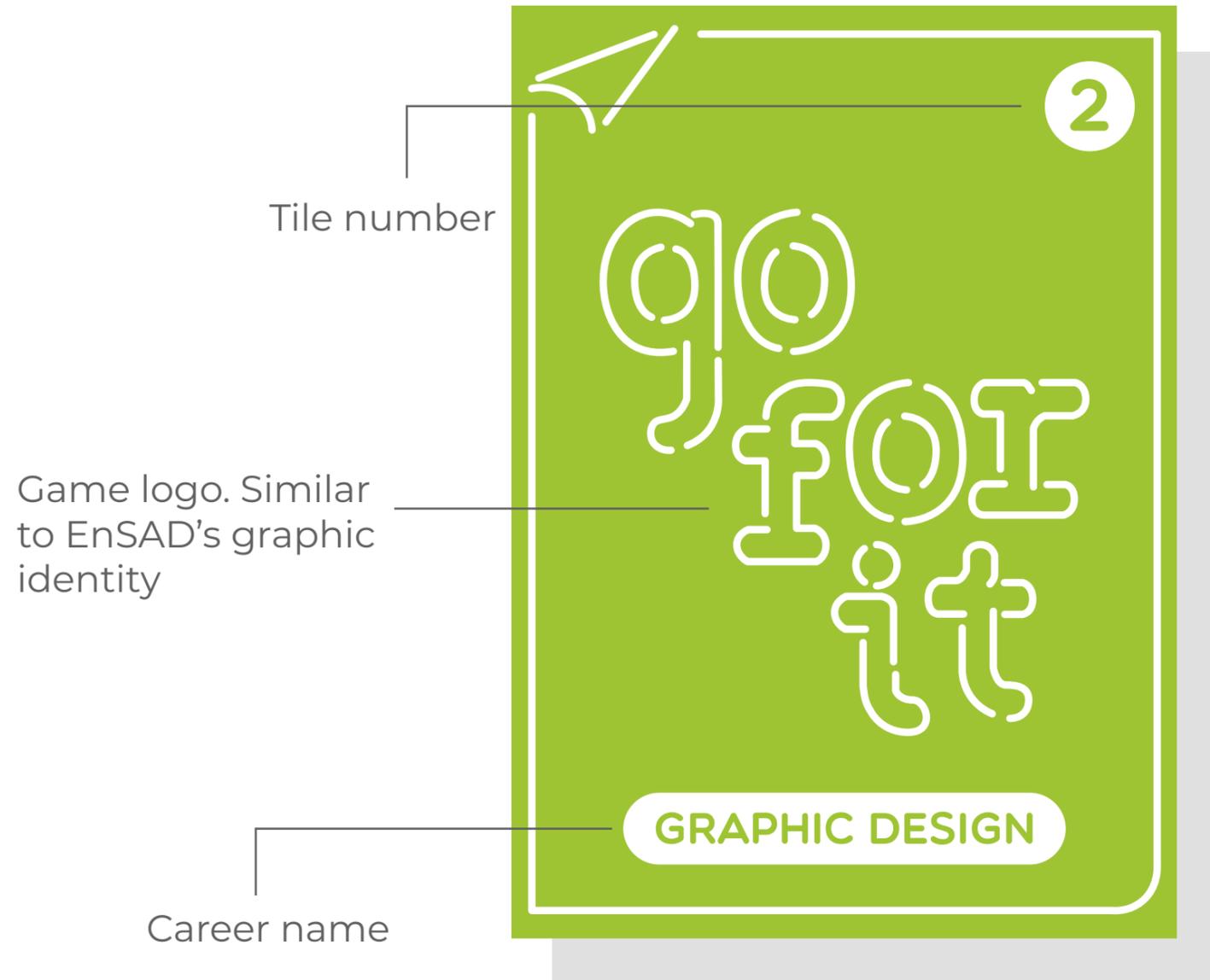
The game will be played with a four sided dice, in that way the game will advance slowly and will avoid that the participants skip important tiles.



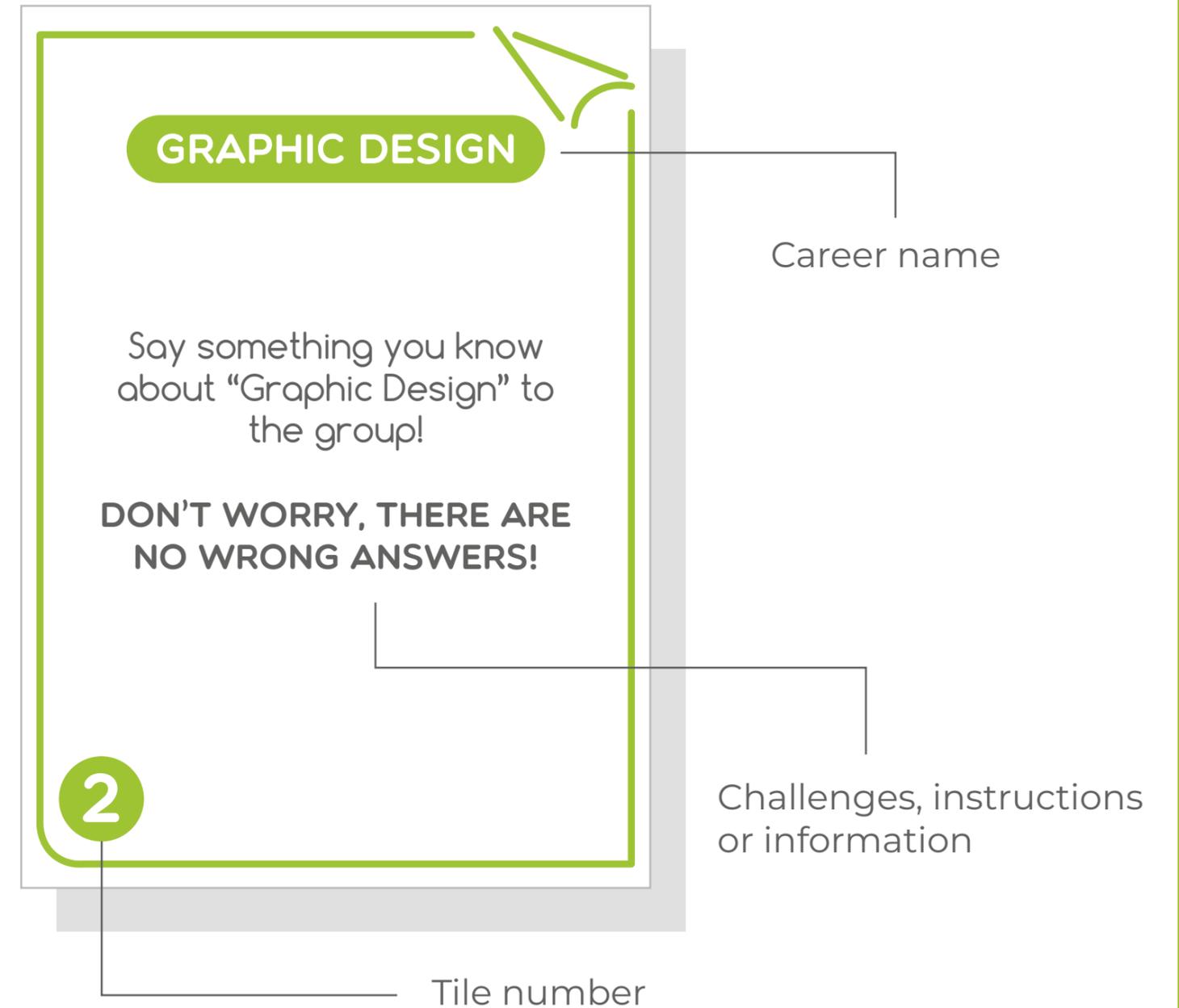
It will also have the ability to fold in half, so it will be more portable and easy to carry

06 CARDS

FRONT



BACK



Career cards: Each of them has a different color according to the career they belong to.



Curious facts cards



CARDS CONTENT:

- 1.** Introduce yourself in a few words.
- 2.** Say something you know about Art and Design Studies to the group! Don't worry, there are no wrong answers!
- 3.** Have you ever considered studying "(Career name)"? Tell the group why!
- 4.** Do you know what qualities are required for these "(Career name)"?
- 5.** What character traits, assets or qualities have you developed so far?
- 6.** What academic backgrounds allow you to attend art and design schools?
(Answers: General High School, Art High School, Professional Baccalaureate, CAP...)
- 7.** How many years of study do you think you will need to complete before you can begin your professional career in art and design?
- 8.** Say something you know about "(Career name)" to the group! Don't worry, there are no wrong answers!
- 9.** Do you know what tools will you have to work with in "(Career name)" studies? Mention them!
- 10.** Quick drawing challenge: Draw something related to "(Career name)". It can be a tool, an object, etc. The other participants must guess what it is.
- 11.** Scan the QR code and hear some advice from a "(career name)" Student.
- 12.** Discover: Information about internships
- 13.** Image challenge: Choose an image and assign it to a sector. (Images: project, tool, work, materials, etc.)
- 14.** Diploma: You have one year to develop a topic that represents you.
- 15.** Create a portfolio: A portfolio is a collection of all your Works. It will give you the opportunity to show your skills, interests, and experiences. Your portfolio

would probably be the most important part for an application to a master or a job.

- 16.** Scan the QR code and hear some advice from a professional "(Career name)".
- 17.** Pay day: Information about how much a professional can win.
- 18.** Reference: Examples of well-known personalities in art and design from working class backgrounds
- 19.** Mental Block: When you are constantly developing creative ideas sometimes your mind needs to take a pause! A mental block it's completely normal and you must be patient with yourself.
- 20.** The clientele: A professional in "(Career name)" can work in (work examples).
- 21.** Scan the QR code and hear some advice from a professional "(Career name)".
- 22.** Pay day: Information about how much a professional can win.
- 23.** Reference: Examples of well-known personalities in art and design from working class backgrounds
- 24.** Mental Block: When you are constantly developing creative ideas sometimes your mind needs to take a pause! A mental block it's completely normal and you must be patient with yourself.
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