

Name: _____ Period: _____ Date: _____

Ch. 19 & 21: Design A Board Game – THE INDUSTRIAL REVOLUTION

Directions: You have recently been hired by a board game manufacturer, **Stangalin** and have been assigned the task of creating a **board game** that will help players (students and adults alike) better understand the characteristics and developments of the Industrial Revolution in a fun and interesting way. If your game is successful you will be eligible to win a multi-million dollar contract.

Use a *thick* poster board (i.e.: Styrofoam – can **not** be a regular board) to make your game & use colored paper and crafting materials to design the **game pieces**, the **game board**, and **directions** for the game. You are welcome to use currently made game pieces/dice/cards to best fit your design. You are **NOT** allowed to create an exact version of an existing game (theme included), but you *may* combine elements of commonly known board games. *Note:* a card game ≠ a board game.

The game **reflection** will be a 1-page typed (MLA format, no personal pronouns) answering the following prompt:
How does this game help players better understand the characteristics and developments of the Industrial Revolution?

On the due date you will turn in: **1) game board** (55 points + 20 points for topics), **2) game pieces**, **3) typed game directions** (10 points), and **4) the game reflection** (15 points). This project totals 100 points.

DUE: Thursday, February 5, 2015

REQUIRED TOPICS:

The following items must be *obviously* included in your game. Be creative with how they are incorporated and/or used.

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|-----------------------------|-------------------------|----------------------------|
| 1. Industrial nation-states | 7. Florence Nightingale | 13. Urban Renewal |
| 2. Steel | 8. Morse Code | 14. Slums |
| 3. Dynamo | 9. Stock | 15. Electric Street Lights |
| 4. Interchangeable Parts | 10. Corporations | 16. Social Darwinism |
| 5. Assembly Line | 11. Monopolies | |
| 6. Automobile | 12. Germ Theory | |

OPTIONAL TOPICS:

You must *obviously* include *at least 4 optional items* in your game. Be creative with how they are incorporated and/or used.

- | | | |
|-------------------------|----------------------|-------------------------|
| 1. Alfred Noble | 8. Darwinism | 15. John D. Rockefeller |
| 2. Mutual Aid Societies | 9. Social Gospel | 16. Radio |
| 3. Standard of Living | 10. Cartel | 17. Telephone |
| 4. Suffrage | 11. Public Education | 18. Charles Lyell |
| 5. Cult of Domesticity | 12. James Watt | 19. Thomas Edison |
| 6. Temperance Movement | 13. Robert Fulton | |
| 7. Atomic Theory | 14. Henry Ford | |

Game Models to Consider (not required):

- “Trivial Pursuit”: Players have to answer questions in order to advance in the game. There is no strategy besides getting a question right.
- “Life” or “Chutes and Ladders”: These follow a basic pattern and allow for external or outside events to happen to the players. This type of game requires no prior knowledge and comes pretty close to games of luck.
- “Monopoly”: The strategy is intense, but means the game is long. There is an outside event that can change the strategy of a player and there are ways to win without having the most earned items from the game.

Other Considerations:

- Designing a game where the players directly compete against one another is inherently more complex, but it makes it more enjoyable for the players. Be careful to keep the competition manageable so that the directions are clear.
- Be sure there are no major “dead ends” in the game that would prevent the game from ending or having a winner.
- How will you determine a winner? Last person? (How to eliminate others?) First to finish? (How to advance?)
- What materials will you need to help the board come to life?

Board Game Rubric:

CRITERIA	Excellent	Good	Satisfactory	Oops
Typed Game Rules	The rules are written clearly and sequenced in a logical order so that players can easily figure out how to play without prompting.	The rules are written clearly and sequenced in a logical order so that players can easily figure out how to play, but have a prompt or question in order to play the game.	The rules are written but not necessarily in a sequenced or logical order so that players are somewhat confused on how to play. Players have many questions.	The rules are not written or the rules are not in a sequenced or logical order and players are unable to begin or play the game.
Game Board Design	The game's essential design incorporates factual knowledge that does not deviate from the reality of World History. It contains a proper mix of strategy and luck. The game can reasonably be played by 4 people in 30 minutes. The game fosters a sense of healthy competition.	The game's essential design incorporates factual knowledge that does not deviate from the reality of World History. It contains an unbalanced mix of strategy and luck. The game can be reasonably played by 4 people in 60 minutes. The game fosters no or too much competition.	The game's essential design incorporates some factual knowledge and might deviate somewhat from the reality of World History. It is based on either strategy or luck only. The game is not easily played within a reasonable time frame. The game fosters no or too much competition.	The game's essential design lacks factual knowledge and deviates from the reality of World History. It is based on either strategy or luck only. The game is too short or too long to play reasonably by 4 people. The game fosters no or too much competition.
Game Intends to Teach Knowledge	The game's details demonstrate comfortable working knowledge of the industrial revolution in the context of World History.	The game's details demonstrate a satisfactory working knowledge of the industrial revolution in the context of World History.	The game's details struggle to demonstrate a working knowledge of the industrial revolution in the context of World History.	The game's details fail to demonstrate even basic working knowledge of the industrial revolution in the context of World History.
Neatness, Text, & Background	The game design and all pieces are created with care and are neatly designed (i.e.: clean edges, colored within the lines, etc.). Font formats (color, bold, etc.) have been carefully planned to enhance readability and content. The background does not detract from text or graphics and is appropriate for this project.	The game design and most pieces are created with care and are neatly designed (i.e.: clean edges, colored within the lines, etc.). Font formats have been carefully planned to enhance readability. The background does not detract from the text or other graphics and could have been better suited for this project.	The game design has some pieces with care and some that are not neatly designed (i.e.: messy edges, coloring mishaps, etc.). Font formatting has been planned to complement the content but it may be a little hard to read. The background does not detract from the text or graphics but does not fit the project.	The game design has multiple pieces with no care and many that are not neatly designed. Font formatting makes it very difficult to read the material. The background makes it difficult to see the text or competes with other graphics on the page. The background is not suited for this project.
Creativity & Graphics	The game goes outside of the box in creativity to demonstrate knowledge and apply concepts of the industrial revolution. All graphics are attractive (size/color) and support the theme of the project.	The game implements creative aspects to demonstrate knowledge and apply concepts of the industrial revolution. A few graphics are not attractive but all support the theme of the project.	The game is not creative and simply copies an existing format to demonstrate knowledge and concepts of the industrial revolution. Most graphics are attractive but do not support the theme of the project.	The game is not creative and simply copies an existing format – and struggles to demonstrate knowledge and concepts of the industrial revolution. Several graphics are unattractive and detract from the theme of the project.
Required Topics	The game includes all 16 required topics in the game design – all of which would expose players to the topic knowledge.	The game includes all 16 required topics in the game design – most of which would expose players to the topic knowledge.	The game includes at least 14 of the required topics in the game design – most of which would expose players to the topic knowledge.	The game includes less than 14 required topics in the game design – some of which would expose players to the topic knowledge.
Optional Topics	The game includes 4 or more optional topics in the game design – all of which would expose players to the topic knowledge.	The game includes 4 optional topics in the game design – all of which would expose players to the topic knowledge.	The game includes 4 optional topics in the game design – most of which would expose players to the topic knowledge.	The game includes less than 4 optional topics in the game design – some of which expose players to the topic knowledge.
Spelling & Grammar	The project has no misspellings or grammatical errors.	The project has 1-2 misspellings or grammatical errors.	The project has 3-5 misspellings or grammatical errors.	The project has 6+ misspellings or grammatical errors.