WINCHESTER SCHOOL OF ART

SEMESTER TWO

MODULE: ARTD1114

**LEVEL 4**

TUTORS: Amy Godliman

PROJECT 3

**Project Title:** We Write Rules

**Project start:** Monday January

**Workshops/Seminars/Lectures/Trips:** Board In The City, Southampton, Tuesday January   
**Tutorials/Crits:** Group Crits

**Deadline**: 6 weeks

“There are now no non-radical futures” - Professor Kevin Anderson Uppsal / Bergen / Manchester University.

INTRODUCUTION

**Wicked problems** are often defined in direct opposition to board games.

Rittel and Webber – who originally coined the term ‘[wicked problem’](https://en.wikipedia.org/wiki/Wicked_problem) in 1973 – used **chess** as an example of a ‘***tame problem’***.

Despite its complexity, chess is considered ‘tame’ because it has clearly defined rules, obvious end states, and a bounded playing field.

Wicked problems, on the other hand

1. Do not have a definitive formulation – no one knows the ‘rules’ before they start engaging, and information available is insufficient.
2. Do not have clear end states – it is difficult to know when and whether things have been resolved. Unlike puzzles, wicked problems do not have ‘right’ or ‘wrong’ answers.
3. Do not offer opportunities to practise in risk-free ways – they cannot be studied through trial and error because interventions are irreversible.
4. Do not exist in isolation – each wicked problem is invariably entangled with other wicked problems.

Some examples of wicked problems are the **climate crisis, world hunger, pandemics, homelessness, and public health**.

The idea of representing any of these pressing, distressing issues as a game seems daunting, and even inappropriate. And yet, designers have made board games about wealth inequality (The Landlord’s Game, Lizzie Magie, 1904), securing votes for women (Panko, developed by Women’s Social and Political Union, 1909), the Holocaust (Train, by Brenda Romero), sexual consent (Consentacle, Naomi Clark), and reproductive rights (Abort, by Lisa Maillard).

These board games may not present any clear-cut solutions, but they create conditions for people to **think deeply, openly, and collaboratively about the systems that underlie wicked problems**.

In your second game design challenge of the year, we invite you to work in teams to create an original game that explores one of these “wicked problems”.

You will enhance your systems-based thinking, gain a greater understanding of legible UI, develop good playtesting practices, and continue to hone your teamwork skills. At the end of this project, you will have created a board game with a well-designed rulebook that is ready to be played by members of the public.

THE BRIEF

For this project we would like your team to select from one of the following wicked problems to form the basis of your game:

* The Housing Crisis – Rental Conditions
* The Climate Crisis – Extreme Weather
* A Refugee Crisis – Border Crossing
* Fast Fashion – Supply Chain

Your game should use mechanics to communicate what you want to say about the wicked problem you have selected. This should be supported by the visual design and other elements of the theming, but **the way the game works - rather than how it looks - should be the core means of expressing these ideas**.

Communication between team members is going to be **vital** for this project, so make sure when selecting which problem to focus your game around that everyone in your team understands and is comfortable with this choice. Make sure you record which aspects of the design work your teammates contributed, and which you contributed.

Your final outcome should be a physical game that is well designed and easy for players to read, along with a rulebook which is clearly laid out with easy to understand written instructions - someone should be able to play your game without anyone from your team needing to explain the rules to them.

Generic game components (dice, counters, meeples etc) will be provided and your final outcome does not need to include custom made pieces, however you will be learning how to 3D print components so this is an element to consider.

REQUIREMENTS

In addition to your portfolio:

1. Playable physical game.
2. Printed rulebook.
3. Studio photographs of the game layout and set up.

INSPIRATIONS/RESOURCES

Pun Not Included

Shut Up and Sit Down

Senet

Daybreak