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ITGM 705

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Project A: Proposal

Begins With...

Begins With is a board game with a spinner in the center of the board. The object is to move an avatar around the board. Each turn every player draws a card and keeps a set of cards in their hand. Then a player will spin the spinner and land on a letter. If the player can play a card with an object that begins with the letter spun, they get to move forward. Additionally, there is a bonus on the card. The first person around the board wins!

For instance, each turn we draw a card and spin the spinner. If the spinner came up as a B, and I had a card with a banana on it, I would play my banana card. I would get to move my avatar forward 1 space. I would then try to answer the question included on the card: Where does a banana grow: In a bush, in a tree, or in the ground? If I said bananas grow in trees, I would get to move forward once more.

Design Statement

The idea of *Begins With* is to encourage literacy in young or special needs children. One stage of literacy development in children is the ability to match sounds and letters. For instance, the sound of “apple” with the beginning letter A.

Audience and Context

The audience of *Begins With* is ultimately children learning to read. Ideally this game would be played with the supervision of an adult, between a few children. So the context is really a family environment or a play-date between a few children with direct Adult involvement. An alternative context could be a school setting, including a special needs classroom.

Motivation

My own motivation is to continue a theme from my undergraduate studies – *Begins With* is actually a flash-based digital game with audio where you try to match a letter with an object. “If I say the letter B, you would click on the picture of a Banana.” In this version I’m taking the same goal, but giving it different dynamics.

The motivation of the players would be the dynamics of playing a game in a group, the challenge and competition of the game, and the potential to learn. For adults, a motivation is partly to spend time as a family.