

Game Title

Tag line

Designer

Date

Snapshot

System to model: _____ Format: _____

_____ # of players: _____

Consequences illustrated: _____ Recommended ages: _____

_____ Play duration: _____

Game Shape

Sensation

Game as a sense-pleasure/emotion.

Fantasy

Game as make-believe.

Narrative

Game as unfolding story.

Challenge

Game as obstacle course.

Fellowship

Game as social framework.

Discovery

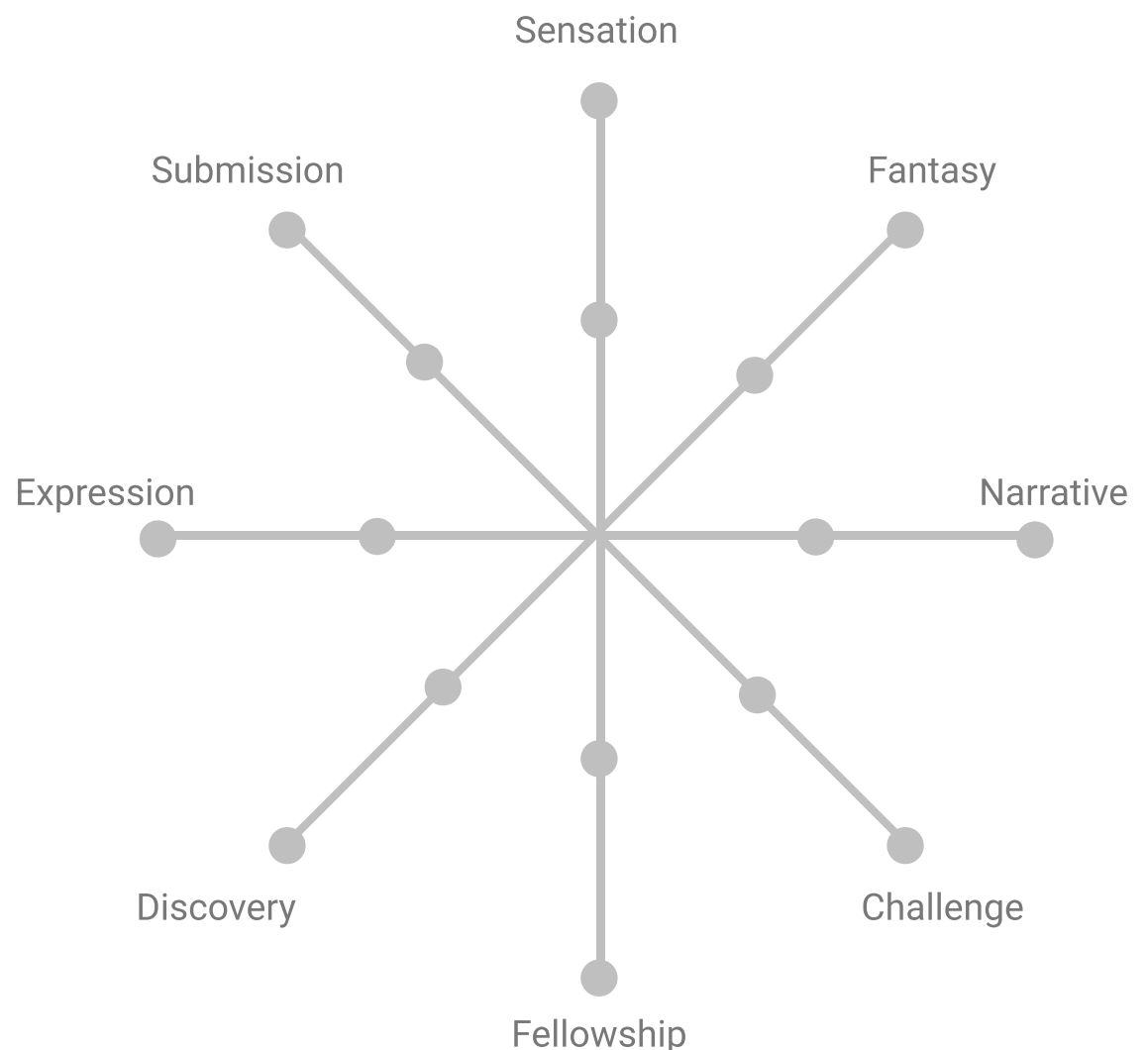
Game as uncharted territory.

Expression

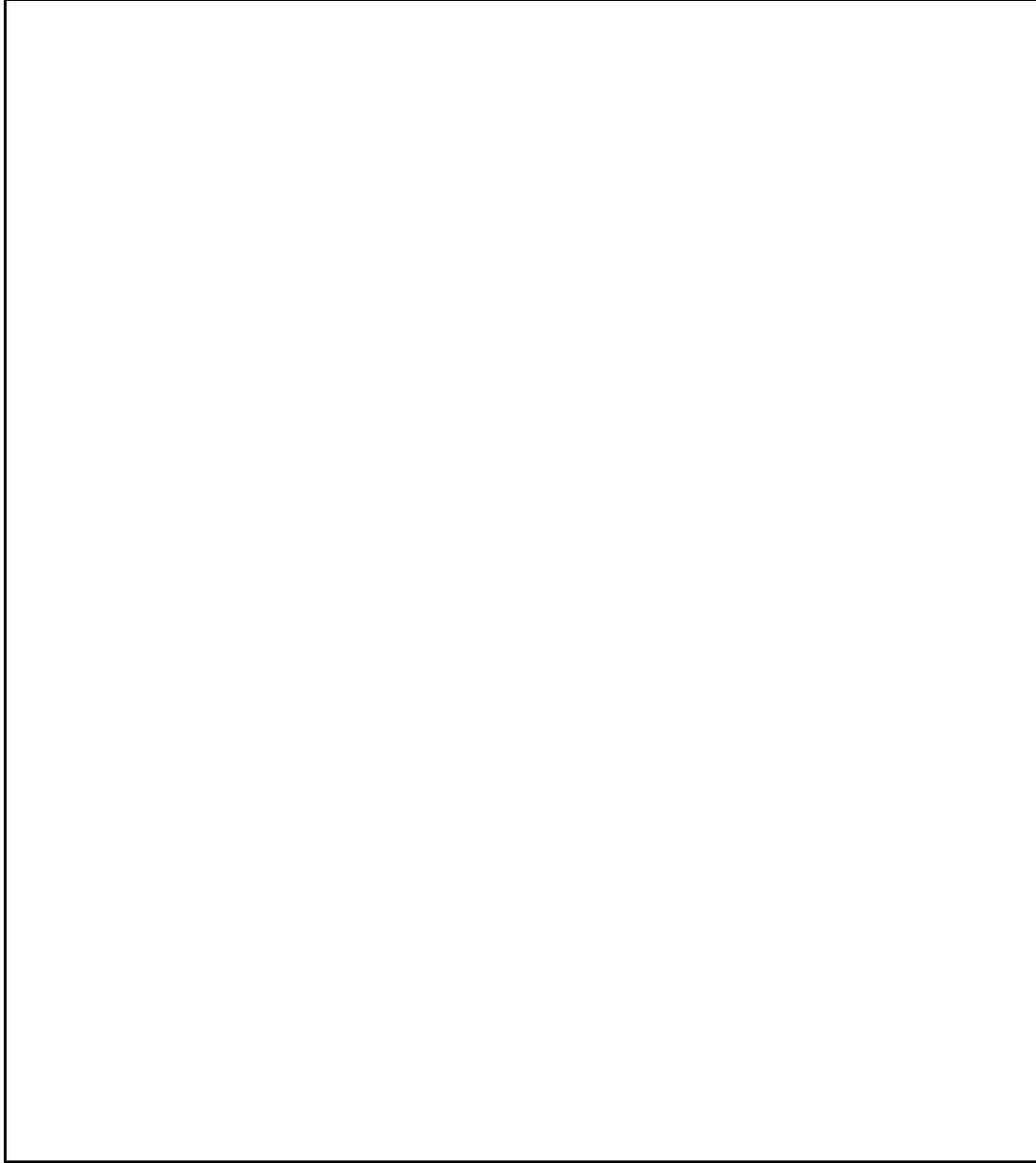
Game as soap box.

Submission

Game as mindless pastime.



Model of System



Demographics - Who is this for?

What do players do differently after playing?
