







Board Game Design (MATP2013)

<p>Introduction</p>	<p>Design thinking gives the students the confidence to figure out new ways to solve a problem and face difficulty. During the class, students can take charge of the learning process by engaging their passion and vision to create a unique and playable board game. By means of designing a board game, students will face a wide variety of problems, which have to be solved before a game is complete. A range of strategic skills and a variety of different mathematical techniques will learn to make the end product success.</p>		
<p>Programme Type / Level</p>	<p>Across Domains and Interdisciplinary Course (Level 1) (Token-required)</p>		
<p>Pre-requisite</p>	<p>No special prerequisites are needed.</p>		
<p>Instructor(s)</p>	<p>Capstone Boardgame Co.</p>		
<p>Target Participants</p>		<ul style="list-style-type: none"> ➤ P4 to P6 HKAGE student members ➤ Class size: 20 	
<p>Medium of Instruction</p>	<p>Cantonese with Chinese handouts</p>		
<p>Certificate</p>		<p>E-Certificate will be awarded to participants who have:</p> <ul style="list-style-type: none"> ❖ attended AT LEAST 5 sessions AND ❖ completed all the assignments with satisfactory performance. <p>Upon the completion of the course, the instructor will select the best prototype based on the marking criteria and will engage a company to produce the product. Each of the best group members will be awarded one product for their retention only if he/she has completed this programme.</p>	
<p>Intended Learning Outcomes</p>		<p>Upon completion of the programme, participants should be able to:</p> <ul style="list-style-type: none"> • have fostered a positive attitude towards the creativity and meticulousness in board game design; • apply mathematical concepts and fundamental terminologies in analyzing a game design (e.g. probability, graph theory, counting principle, etc or other appropriate math topics); • have understanding the importance of interpersonal communication and collaborative learning. 	
<p>Screening</p>		<p>Please answer the screening question in the online application form. *The screening question is designed to help the applicant understands the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate motivation and the knowledge of Mathematics and board game in the screening questions can be enrolled in the programme.</p>	
<p>Application Deadline</p>	<p>11 May, 2020 12:00 n.n.</p>	<p>Application Result Release Date</p>	<p>22 May, 2020</p>
<p>If student members withdraw from the programme after the Application Deadline, the token will be deducted.</p>			

Schedule



Session	Date	Time	Venue
1	17 Aug 2020 – 24 Oct 2020	9:30 a.m. – 12:30 p.m.	Capstone Board Game Company*
2	18 Aug 31 Oct		
3	19 Aug 7 Nov		
4	20 Aug 14 Nov		
5	21 Aug 21 Nov		
6	22 Aug 28 Nov		

* Address: Unit A, 23/F., Gold Swan Commercial Building, 438-444 Hennessy Road, Hong Kong ([Map](#))

Sample Example for the Programme



遊戲人數: 2-4人
遊戲時間: 約20分鐘
適合對象: 8歲以上

在弱肉強食的遠古時代中，為證明「勝者為王，敗者為寇」。只有在戰鬥中勝出的恐龍，再將精銳的恐龍收歸為門下，便能成為真正的「恐龍之王」。

遊戲配件：

恐龍卡 49 張 (每款顏色各7張)



* 所有在卡牌上的恐龍資料及數據是依照維基百科所記錄的。

遊戲目標：

收集到指定數量恐龍組的玩家獲勝。

遊戲設置：

- 將所有恐龍卡洗勻後成抽牌堆，每人抽取5張恐龍卡成為手牌。
- 由年紀最小的人開始進行遊戲。

4人遊戲設置：



遊戲流程：

- 輪到回合玩家時，選擇1名玩家進行對決。玩家各自從手牌中選擇1張牌，牌面朝下放在桌面。

- 當雙方預備好後，一起打開恐龍卡進行對決。

速度
強度
平均身長
平均體重
出現年份

對決規則：
每張恐龍卡上都印有「強度」及「速度」。一場對決中，打出強度較高恐龍卡的玩家獲勝。

例子：
暴龍「1」比棘龍「2」的強度較高，所以暴龍「1」勝出這場對決。

若雙方強度相同，則以速度較高者獲勝。

例子：
雖然2張牌的強度相同，但異特龍「5」比異特龍「1」的速度為高，所以異特龍「5」勝出這場對決。

合作攻擊 (只可用於紫色迅猛龍卡)

例子：
在進行對決期間，若從手牌中多出一張迅猛龍卡，便可即時獲勝。

* 若多於一名玩家使用合作攻擊，玩家可選擇其中一張牌作比較，速度較高者獲勝。

- 勝出的一方選擇將這次對決的其中一張恐龍卡面朝上放在自己面前視為收集到的恐龍卡，另外一張放至棄牌堆。

Enquiries

For enquiries, please contact us at 3940 0101 after language selection, press "1".