

STEPHEN Anderson

@stephenanderson

WHY TABLETOP GAMES?

- We're experiencing
↳ RENAISSANCE!
- Because it's our job!

HUMAN EXPERIENCE + Engagement

Game design and
interaction design
are fraternal twins
They share DNA.

CHRISTINA
WOOTKE

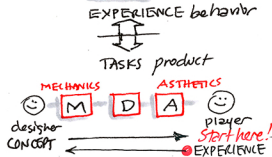
↳ teaches game design
as part of IxD curriculum

WORK + LEARN TOGETHER
create a shared, emergent
mental model

#CONUX
CONUX

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EXPERIENCE-DRIVEN FOCUS



How often do we really let
a singular experience define
what we ship?



THE SUM OF THE PARTS IS
NOT ALWAYS A WHOLE

Do your processes encourage
a focus on the whole?

how all parts fit together?

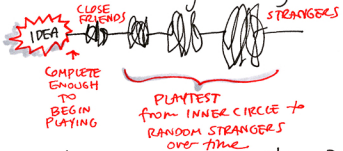
WHAT DO YOU MEASURE?

... ..
SKETCHNOTES @mjbroadbent

designing ^{table} board ^{top}
What games can teach
us about designing
experiences

PLAYTESTING

When are you testing?



How early can users play with
your concept?

USE OF SPACE

space holds meaning. It's a
powerful organizing and
engagement tool

FRICTION

BAD FRICTION
VS
GOOD FRICTION

UX typically removes it
Game design purposely create it
Is there learning involved
or should there be?

LEARNING THROUGH PLAY

We need tools to help us through
safe playful interactions