

# ART HISTORY: DESIGN-A-GAME

For this project, you will get into groups of up to 3 people, or you may work by yourself. Your job is to come up with a game relating to a relevant topic from art history. Use the following criteria:

## CRITERIA:

- **BOARD TOPIC** – use one of the following formats
  - Game show concept
  - Board game
  - Select a movement, topic, artist, etc. to base your game on.
- **DEMOGRAPHIC** – think about who you would want to participate in or play your game
  - Children
  - Teens
  - Family
  - Adult (school appropriate)
- **CONTENT** – your game should include all of the following
  - Detailed TYPED instructions. Again, think about who your target audience is...that is who the instructions should be written for.
  - Board & Game Pieces. If you chose to create a board game, you need to make it complete with the board, game pieces, question cards, and any additional items relevant to play the game.
  - Game Show Questions, Wheel, Cards, Etc. If you choose the game show route, you need to create everything that would be needed to complete the game as you would on the show.
  - ALL GAMES need to have a form of questions with the CORRECT answers included.
- **PACKAGING** – Every game should be complete with the following
  - Everything needed to play the game (board, pieces, cards, etc.)
  - Instructions
  - Everything should be packaged in a decorated box...just as if you purchased it from the store.
- **PRESENTATION** – At project completion
  - We will spend the last day trading the games and playing them in groups.
  - You will also be graded on how easily the other players understand your game, so explanation is key!