

USING SYSTEMS DESIGN GAMES FOR CAUSES

SPRING 2009

Service learning project work for
The Center for Service Learning and Social Change
St. Cloud, Minnesota

ART 420/ ADVANCED GRAPHIC DESIGN, SYSTEMS GRAPHICS
ST. CLOUD STATE UNIVERSITY

Keith Christensen, *Professor*

USING SYSTEMS DESIGN GAMES FOR CAUSES

The project work was for the CSLSC, a community organization that promotes awareness of social issues and inspires action to make positive change. The games were presented at a youth conference and made ready to use from the website as downloadable models for various groups.

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The students created educational boardgames about social issues. They presented the games to the youth conference sponsored by the Center for Service Learning and Social Change. The games were designed as prototypes for use by the CSLSC on their website to assist organizations in developing programming as well as promoting awareness for specific causes. The games were designed to be posted on the CSLSC website in pdf formats for use by the website users. Students developed system design skills and learned how a subject matter could be communicated through game formats. They had the experience of collaboration and client contact as well as presentation of their work to the young conference workshop attendees.

OBJECTIVES

- To explore the use of game play, interactivity, chance and information in a graphically designed environment.
- To develop system design skills in terms of unifying the printed matter with color coding and typographic consistency that distinguishes the parts as well as organizes the pieces in a coherent whole.

PROCESS

- Determine the goals with team members
- Research; study materials provided through the Center's web site. Discuss with stakeholders, class members, instructor and client. Research the content
- Research game boards-styles, form, type, images
- Gather elements
- Concepts-develop thumbnail sketches for ideas
- Investigations-development of design, make a diverse range of explorations

- Refinement
- Final production and design
- Presentation of project

SPECIFICATIONS

- Size: 17 x 22 / cards: deck of 10-15 / gameplay devices; dice, and markers
- Path, grid, pattern, structure for play
- Title of the game, appropriate text
- Graphics: images must be self created
- Rules of the game-brief summary on the board

EVALUATION CRITERIA

The project will be evaluated on requirements met, concept, creativity, presentation and overall design quality

The Center for Service-Learning and Social Change

SOCIAL JUSTICE CONFERENCE WITH YOUTH

Empowering the minds, hearts, and hands of youth on issues of social justice

Friday, February 20th, 2009/ Atwood Memorial Center, St Cloud State University

CONFERENCE WORKSHOP VISUAL ART AS TOOL FOR SOCIAL JUSTICE

Presentation by SCSU Senior Graphic Design Students of game designs on social issues. Also participation in creating artwork about a variety of causes.

ART 420/ ADVANCED GRAPHIC DESIGN, SYSTEMS GRAPHICS

Class members

Barth, Adam

Kassandra Dulac

Eric Eidson

Jessica Johnson

Hisako Nara

Fu Yong Ng

Matthew Sandahl

Sarah Stroschein

Sandra Theis

Tiffany Topel

Andra Vick

Ann Robinson

Instructor

Keith Christensen, Professor
SCSU Art Department

Conference organized and directed by The Center for Service-Learning and Social Change. The Center is a local nonprofit organization dedicated to empowering and inspiring youth from diverse backgrounds – and those who work with youth – to be proactive agents of change in their communities and in the world.

Director: Kevin LaNave





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