

1. In your opinion what should every game have? Why do you like your favorite game?

Every game needs an objective to engage the player, and multiple outcomes so that it can be replayed. My favorite games also involve a lot of strategy.

2. List the games you've played and currently play.

Flux, Uno, Monopoly, Yahtzee, Dominoes, Checkers, Shoots and Ladders, Candyland, Mexican Train, Ticket to Ride, War, Gin Rummy, Mario Kart and various Wii/ Wii Sport games

3. Can you apply the three act structure to your favorite game? What is its pacing and how long do you find yourself in each act?

I really enjoy playing Gin Rummy with my Grandmother. The pace can speed up, but moves are very calculated. Most card games follow the three act structure in game setup, play, and resolution.

4. When coming up with ideas where do you find you start, with the metaphor or the mechanic?

I prefer to start with the metaphor and test out new rules to create the right mechanics and environment for the game to take place.

5. Over the course of this semester, who would you like to collaborate with and why?

I would like to collaborate with the other students and my family even, since they all have unique perspectives on games. My family has played more games than I have so their insight is valuable.

5 game ideas that can take place on campus

1- Capture the Flag (Haven't played in forever)

2- Uno Tournament

3- Chess/Checkers

4- Wii game tournament if someone brought a setup

5- Scavenger hunts