

Suggested Development Plan for Game of Life: Childcare Edition

Objective:

To create a game that can be used as a discussion aid and demonstration tool suitable for both public and internal (e.g. union meeting or conference settings), with the goal of advancing the Childcare lobbying efforts

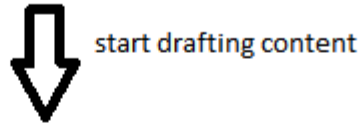
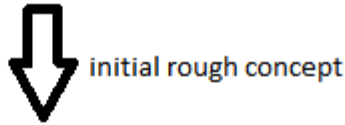
Rough concept:

Players navigate through a simple board game setup (squares along a path, types and number TBD), using a 6-sided die or colour-coded spinner wheel to advance. At the beginning of each play-through, the player is either given or asked to select a Character that they will be asked to consider the perspective of. At most squares, participants will draw/be given a Fact Card about childcare in Canada. At some squares (exact number and how you land on them TBD), the participant will instead be given a Choice Card.

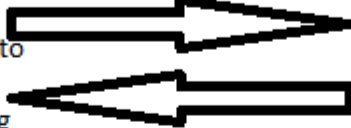
The Choice Card will outline a scenario involving the difficulties the particular character might face and two possible options (the two isn't important, some we could make more than one for, but the point is that they are asked to pick choices. There isn't a "right" answer, the point is just to consider a challenging situation and the repercussions of choices. Depending on the choice they pick, they will be told what the potential repercussions and/or gains from that are. For example, a Character who is a single mom who works shift work with children too young to be left home alone could be asked to come in for an extra evening shift. If she takes the shift, she will need to find and pay for a babysitter (in addition to paying for normal afterschool care on her usual day/afternoon shifts), who only charges slightly less than she would herself make, and that's time spent at work and away from her kids when she'd usually be spending time with them. The immediate cost/benefit is dubious. On the other hand, if she refuses the shift, she is concerned her manager might be less likely to offer her more shifts in the future, based on what she had heard. Also, even if it's not much after expenses, for some people that might be needed.

Development Plan:

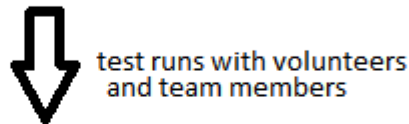
I am proposing a suggested outline for planning/design meetings. This flowchart is just a theoretical framework, but I am suggesting this model because I don't think a purely design or purely content-first approach will be the most effective. The design informs the way in which the content is presented (e.g. Facts and Choices), but the game mechanics/design also has to feel like it is a) not getting in the way of the information b) not somehow at odds with the message and c) hopefully is a positive experience people will talk about after.



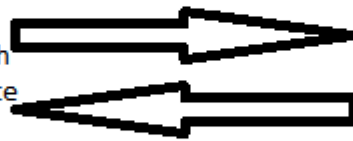
make more content to flesh out the game, adding more content to go with any new features, or improving what we have



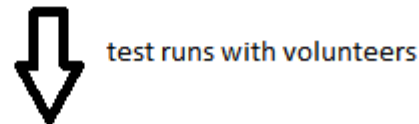
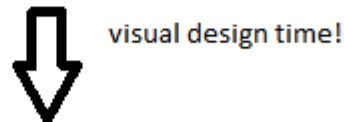
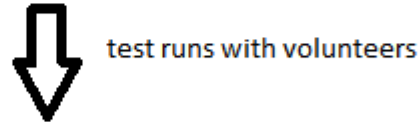
start doing mini-tests with smaller versions to see if rules "work" or if we think of better/more features



use feedback to improve game design, come up with new features to incorporate additional material/topics/priorities



use feedback to improve content, come up with new content for new features



DONE?

(or possibly go into another one of those circular steps and then done)