

# Let's Design Board Games!

Explore a Playful Way to Tackle Social and Cultural Issues

## WHEN

We will be running two parallel sessions from June 12th to June 23rd, with the class meeting on the **12th, 14th, 16th, 20th, 22nd, and 23rd** (6 classes in total, in-person format)

- Session 1: 09:30 am to 12:30 pm - 15 spots
- Session 2: 1:00 pm to 4 pm - 15 spots
- Final Play Testing Event: 1:00 pm to 5:00 pm (23rd)

## WHERE

All classes will be in person on MIT Campus, Room TBA

## INSTRUCTORS

**Doris Qingyi Duanmu** ([duanmu@mit.edu](mailto:duanmu@mit.edu))

Master's Candidate, MIT SMArchS Urbanism

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Master's Candidate, NYU Integrated Design & Media

Please feel free to contact the instructors for any questions

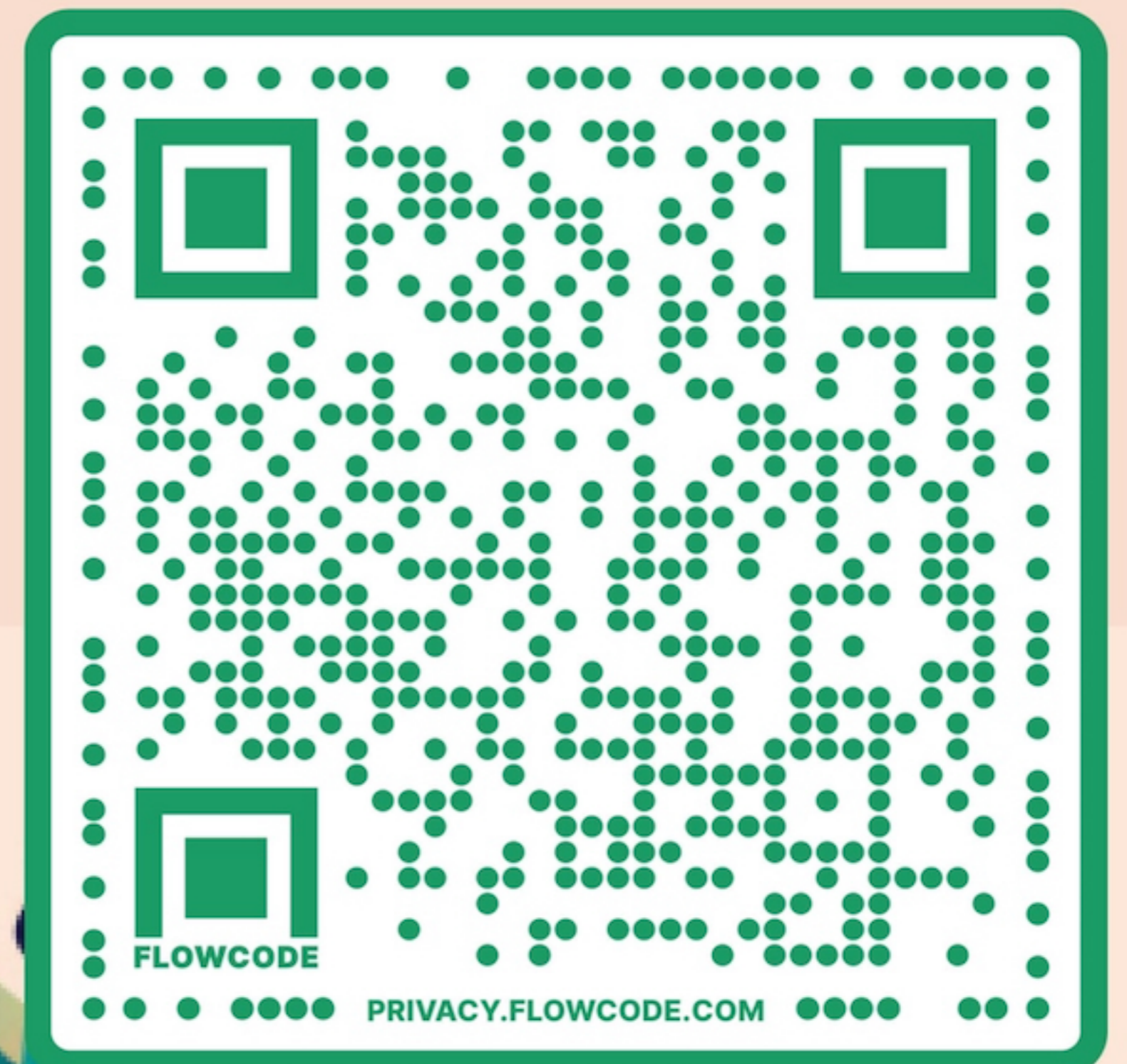
**\*\*There's NO prerequisite for the workshop, and we welcome all from the MIT community regardless of background, age, and experience.**

*This is a two-week-long design workshop focusing on teaching you how to design a board game that touches on social and cultural issues and helps raise awareness of those issues through gameplay. During class, we will play, discuss, demonstrate, design, and play-test board games. At the end of the workshop, every participant will leave the room with an understanding of basic board game design logic, how to incorporate social and cultural elements into the design, and, more importantly, a board game prototype in hand!*

## HOW TO APPLY

We will accept participants on a rolling basis

<https://tinyurl.com/mitbg2023>



**Scan the QR Code or Copy the Link to Apply!**



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