

4-H GAME DESIGN CHALLENGE



SUMMER 2021

An Idea is Born



PART 1

Due by June 25th

During this phase, your goal is to come up with an idea for a new game. The game can be a board game, a card game, or a dice game (or a combination of the three). Did you know that playing board games can be more than just good family fun? Playing board games is also good for teaching and practicing cognitive skills such as decision making, higher level strategic thinking, and problem solving, all skills important in the computer science field!

Requirements for Part 1:

The Pitch

...is 3 to 5 sentences, written as if you were selling your game to a publisher. It should be a quick summary on why they should publish your game. This is a short elevator pitch, with key facts and the hook of what makes it special. This is not the time to explain all of the rules.

The Sell Sheet

...is a one-page advertisement for your game. This is a flyer that shows the publisher why your game is special. It should be an artistic version of your description. Make something that will catch the eye of your publisher and future customers.

The Business Card

... will tell the publisher a little more about who you are. You can put your personality into this! The card can be either business card or index card size for this challenge. Put your name (and the names of your teammates), where you are from and a fun fact about you!

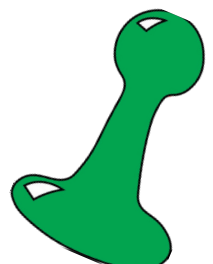
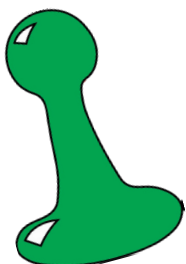
**Once you have all the above, email it to:
Passaic4H@njaes.rutgers.edu**

Please submit all requirements as .PDF, .docx, .jpeg, or .PNG

You will then receive instructions for Part 2

WE **R** HERE WHEN YOU NEED US

WITH SUPPORT FROM **Google**



Replication of Utah 4-H Game Design Challenge

Cooperating Agencies: Rutgers, The State University of New Jersey, U.S. Department of Agriculture, and Boards of County Commissioners. Rutgers Cooperative Extension, a unit of the Rutgers New Jersey Agricultural Experiment Station, is an equal opportunity program provider and employer.