**INSTITUTE OF DESIGN**
**Nirma University**
**Product and Interaction Design and Communication Design**
**Semester VI**

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| **Institute:** | **Institute of Design** |
| **Name of Programme:** | **Bachelor of Design** |
| **Course Code:** | **3DD310ME26** |
| **Course Title:** | **Design of Board Games** |
| **Course Type:** | (☐ Core/ ☐ Value Added Course/ ☐ Departmental Elective/ ■ Institute Elective/ University Elective/(Open Elective Any other) |
| **Year of introduction:** | **Academic Year 2026-27** |

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**Course Learning Outcomes (CLO):**

At the end of the course, the student will be able to:

1. Explore traditional and contemporary Board games of India and the world (BL 2)
2. Analyse Board games through their content, function, form, semantics, mechanics and strategy (BL 4)
3. Develop concepts for a contemporary Board game using appropriate references, experiences or contexts (BL 6)
4. Evaluate the selected concept, its visual identity, packaging and market proposition through playtesting and make refinement to the final design (BL 5)

**Content:** **Total Teaching hours: 90 Hrs.**

| Units | Content | Teaching hours |
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| **Unit 1** | **Play Board and Table-top Games & Analyse:**<br>• **Traditional and Classical Board Games**<br>• **Contemporary Board Games**<br>- Board Games, Card Games, Puzzles,<br>- Construction Games<br>• **Purpose of the Games and its evolution**<br>- Survival Skills, Conceptual Skills,<br>- Cognitive skills, Tactile Skills<br>- Life Skills, Resource Management etc. | **12 Hrs.** |
| **Unit 2** | **Survey of the analog Game Industry in India:**<br>• Market & Players-for Mass and Niche demographics<br>• Manufacturers, Publishers & Distributors<br>• Players & Play Fairs/Fests<br>• Policy makers | **12 Hrs.** |
| **Unit 3** | **Understanding Play in the Indian & Global Context:**<br>• Indian Board Games for the Emerging Indian Market<br>• Indian Games for the Global market<br>• Understand commercial parameters of production, component optimisation and structural aspects of | **18 Hrs.** |

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| | packaging design<br>• Modern table top publishing standards<br>• Articulate potential Design Opportunities<br>• For Self as a contemporary Player<br>• Building opportunities from self's lived experiences<br>• Locating opportunities for plugging in recreation, skill building, behavioral change | |
| **Unit 4** | **Generative Design:**<br>• Conceptual ideation<br>• Low fidelity prototyping<br>• Mapping statistical probability models, dice roll distributions etc.<br>• Initial User testing through Play of the game<br>• Refinement of concept with detailing of form, semantics, material, manufacturing, packaging<br>• Branding propositions<br>• Articulation of Scalability, Public/community engagement | **48 Hrs.** |

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| **Self-Study** | **Maintain a journal of the following:**<br>• Play and analyse different categories of board and tabletop games.<br>• Study traditional Indian games and their underlying mechanics.<br>• Observe packaging, components and visual identity of contemporary games.<br>• Review board-game publishers, designers and current market offerings. |
| **Suggested Readings/ References** | **Books**<br>1. Salen Tekinbaş, K., & Zimmerman, E. (2003). *Rules of play: Game design fundamentals*. The MIT Press.<br>2. Schuytema, P. (2007). *Game design: A practical approach*. Charles River Media.<br>3. Castillo, T., & Novak, J. (2008). *Game development essentials: Game level design*. Delmar.<br>4. Björk, S., & Holopainen, J. (2005). *Patterns in game design*. Charles River Media.<br>5. Rouse, R., III. (2005). *Game design: Theory and practice* (2nd ed.). Wordware Publishing.<br>6. Swamy, N., & Swamy, N. (2006). *Basic game design and creation for fun & learning*. Charles River Media.<br>7. Pedersen, R. E. (2009). *Game design foundations* (2nd ed.). Jones & Bartlett Publishers.<br>8. Zichermann, G., & Cunningham, C. (2011). *Gamification by design: Implementing game mechanics in web and mobile apps*. O'Reilly Media.<br>9. Geig, M. (2022). *Unity game development in 24 hours, Sams teach yourself* (4th ed.). Sams Publishing.<br>10. Crawford, C. (2003). *Chris Crawford on game design*. New Riders.<br>**Suggested Games as Resource for learning**<br>1. Kheo Games: *Panchayat, Boitas*<br>2. Go India Games: *Nayakas by Andy Desa* |

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| | 3. Mozaic Games: *Karigar-E-Taj, Indus 2500BC, Chai Garam*<br>4. Zenwood Games: *Parikrama, Tycoon, Gridl, Fortify* |

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| **Suggested field visits** | • UNBOXED Board Game Club<br>• TTOX, Board Game Convention, Bengaluru, December every year<br>• TOY BIZ International Exhibition, Delhi, July every year |

w.e.f. AY 2026-27 onwards