## Design your own

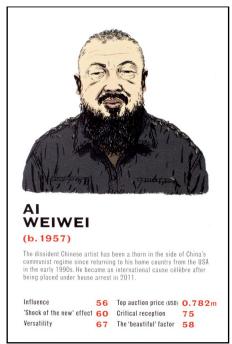
## photography game

This activity is designed to encourage you to exercise a range of skills, habits and knowledge.

Your task is to research, design, manufacture, document and evaluate a game based on photography.

You may choose to work individually or in pairs, but you must be very clear about who is responsible for what since the **work will be assessed**, using the exam board's four assessment objectives, and this will contribute to your overall mark for Unit 3.





You should research various game formats before making a decision about what type of game would best suit the aspect(s) of photography you intend to focus on (pun intended). For example, you could design:

- a board game
- a strategy game
- · a card game
- a game of chance
- · a dice game
- a word game
- a parlour game
- a guessing game ... etc.

## **INSTRUCTIONS**

- The quality of your research, ideas, experimentation, refinement and execution will be will be assessed.
- The game should be both entertaining and educational.
- The game should be given a name.
- You may choose any format for your game.
- You must design and make/provide all of the game's resources e.g. board, pieces, cards, dice etc.
- You must write out the rules of the game
- Playing the game should help participants learn something about photography, for example its history, concepts, individual photographers and photographs, styles, genres, techniques etc.
- You must provide clear evidence that you have consulted a variety of sources including photography books and at least one visit to a gallery.
- Your teacher will inform you about the deadline for completion. Meeting this deadline
  is very important so that the games can be played and you can gather
  constructive feedback.
- You must document the creation of your game.