

# STORY TIME

## DESIGN PROJECT 02 | BOARD GAME DESIGN



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## MY EXPERIENCES OF EARLY-SCHOOL AGE

I was studied a lot of subject from my childhood, Where including MATHEMATICS, SOCIAL SCIENCE, GENEREL KNOWLEDGE, DRAWING, CRAFTWORK, CHEMISTRY, PHYSICS, ZOOLOGY, BOTANY and many more.

But not every subject is interesting for me, sometimes I fell like dream. Because during these days I was may be not measured or more emotional or more enjoy full. Some science-based course like chemistry, zoology are more attracting to me. I like to explore chemistry experiment; human and animal structures of zoology part I like Very much.

But I had a habit to draw anything on back cover of my copy and still it happens. I draw human, animal, house, hills, car, river, boat on my own idea which helped me to develop my present life.

sometimes I collected some sticker kind material animal, birds' picture and make them together and narrate them like a kingdom of them. I was very fast to create stories.

With these characters, e.g. cat and dog making friendship among them, but its not possible.

I always used to draw my own drawing and its character on that time. So, my imaginative and Narrative ideas were very strong on that time.

I made any funny relationship through those character and drawing. It was my one of most Interesting part on that period.

## **MY INTERESTED SUBJECTS**

**CHEMISTRY   DRAWING   CLAY CRAFT,**

**CREATING SOME STORIES WITH  
COLLECTED STICKERS**

**CLAY WORK   GENERAL KNOWLADGE**

**ZOOLOGY   BOTANY**

I liked to listen story and telling story very much on my childhood.

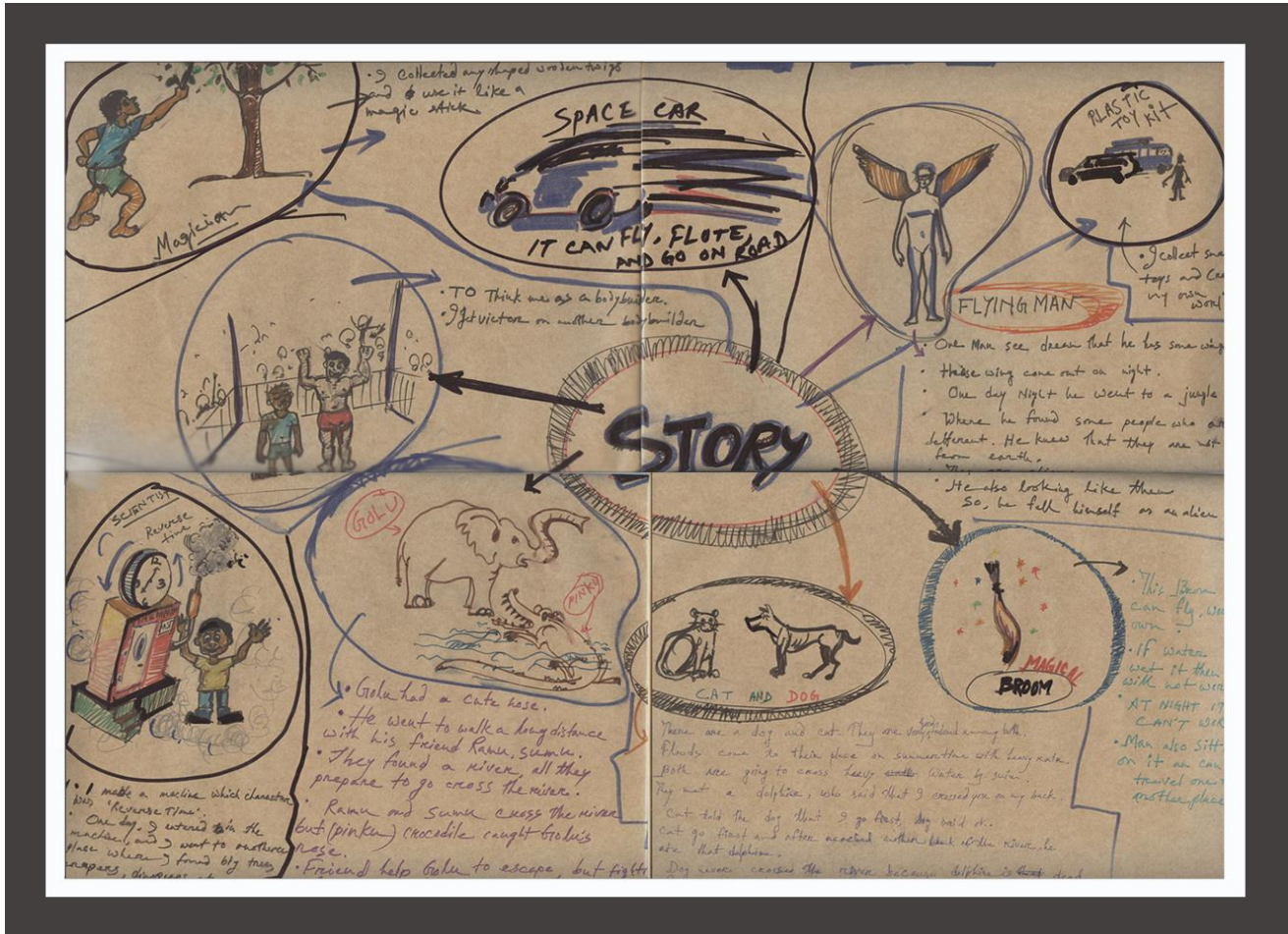
On a particular age, child like to listen stories and also liked to tell story. I also liked to see the zoological picture of animal, human and birds also. On my school time I found them as a part of deferent world of my dream where these pictures get life and come on my eyes as a real.

Scientifically proved, the ability to orally tell a story is a necessary prerequisite to later success in reading and writing. It has been found that the quality of children's oral stories is dependent on his/her future studies.

Boundless energy, curiosity, imagination, creativity, a sense of anticipation and wonder (anything can happen/anything is possible), these are all the roots of a child.

Inspiration for story making character: I am also started with some of my story which I made I my early school time. Some of them were very funny, some surrealistic, some had fantasy, and some had abnormal thinking; which actually made in conscious mind or unconscious also. Every story had individual identity. For e.g. made a story where I depict how elephant gets long nose. I made some stories on magical broom, flying man, sometimes I made me as a scientist who discover the 'TIME MACHINE'. But it's not real. I think sometime my dream, my experience Of my surrounding atmosphere helps me enhance to create these stories.

I made some brainstorming board on my storytelling nature during my school going age, where I made some stories which point out a few words which help me to strongly visualize make my stories' image.



From "Brain Storming Board "I short listed some words which were represented my stories.

**MAGIC      SCIENTIST      FLYING MAN**

**SMALL CITY      BODY BUILDER**


**BROOM      DOG AND CAT**

**ELEPHANT'S TRUNK      SPACE CAR**


After some specific story, I started to think about some objects which I want to use as a metaphor for representation of my story.

BROOM (MAGIS)


BROOM → MATRESS




HAT




SHOE



Madia Kettle



STICK



CAT & DOG

CAT + DOG → ENEMY.

DOG + MAN → FRIEND.

TREE + MAN → FRIEND.

DOLPHINE + MAN → FRIEND.

TREE + RAIN → FRIEND.

CLOUD + RAIN → FRIEND.

HUMAN + SNACK → ENEMY.

FISH + CRANE → ENEMY.

MOUSE + CAT → ENEMY.

COW + MAN + FRIEND

CARS

TRUCK

HOUSE, BUILDING, BRIDGE, HILLS, STONE, TREE, RIVER, BOAT, STREET, SMALL CAR, BICYCLE, SKYSKREPER, SMALL TOWN

FATHER MAN

Sub:

HUMAN

FISH

BIRD

ELEPHANT

ZERAPH

Part

WINGS

TYRE

TAIL

BARK

BEACK

LONG LEG

LONG TEETH

EAR

TRUNK

LONG NECK

ROCKET

FAN

TIME MACHINE

100 YEARS FROM TODAY

3050 YEARS, 1210 A.D. 2000 B.C. 5000 B.C.

1/2 AN HOURS AFTER, 5 MINUTES ABO/BFOR

300 YEAR AFTER

ELEPHANT & CROCODILE

ELEPHANT (TRUNK)

ZEBRA (BODY PRINT)



LEOPARD (-DO-)

ZERAF (LONG KNECK)

CAMEL (HUMP)

FISH

SNACK

According to my brainstorming word I made a range of story card which are very important part of my research. I took these for my case study.



**MAGIC CARD**



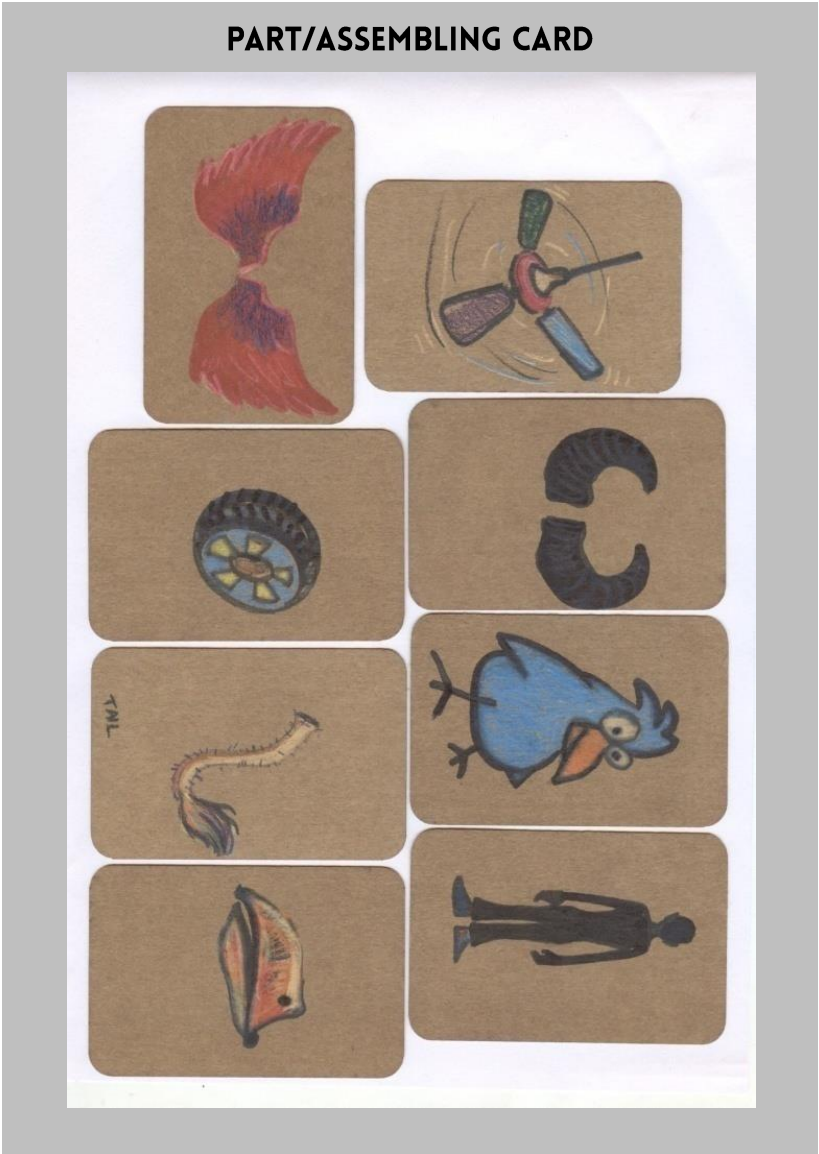
**ENEMY/FRIEND CARD**





WHY? CARD

PART/ASSEMBLING CARD





MONTH/YEAR CARD

MAKING CITY CARD



## CASE STUDIES

**JINAL**

R.H KAPADIA NEW HIGH SCHOOL

4<sup>th</sup> STANDERED

9 YEARS



**AARYAN**

R.H KAPADIA NEW HIGH SCHOOL

3<sup>rd</sup> STANDERED

8 YEARS



**AARTH**

VIDYANAGAR HIGH SCHOOL

6<sup>th</sup> STANDERED

11 YEARS



**RAHUL**

R.R TRIVEDI SCHOOL

7<sup>th</sup> STANDERED

12 YEARS



After all user study on deferent age group, I found only class 3<sup>rd</sup> to 6 standard students can to able make stories. Their age group of 8 to 12 years. Basicaly these children are able to make stories on” ENEMY-FRIEND CARD, PART-ASSEMBLING CARD and WHY? “Card. Another card they couldn’t make stories easily.

From these case study, I started with 3 kinds of card. "ENEMY/FRIEND", "PART/ASSEMBLING" and "WHY?" card which gave me to go my next step of case study and prepare some rough graphics for these "key story card" and also thinking about material.

## FINAL KEYWORDS FOR CARDS (STORY TELLING)

| WHY? CARD                            | ENEMY/FRIEND             | PART/ASSEMBLE     |
|--------------------------------------|--------------------------|-------------------|
| CAMEL                                | TREE/MAN-FRIEND          | <b>MAN</b> WING   |
| CROCODILE(FACE)                      | LION/TIGER-ENEMY         | TYRE              |
| DOLPHINE(NOSE)                       | KINGFISHER/FISH-ENEMY    | ROBBOT            |
| ELEPHANT(TRUNK)                      | DOG/MONKY-ENEMY          | ELEPHANT-HEAD     |
| ZEBRA(COLOR ON BACK SIDE)            | TREE/CUTTER-ENEMY        | AGIC MATT         |
| GERAFH(LONG NECK)                    | CLOUD/RAIN-FRIEND        | <b>DOG</b> GUN    |
| RHINOCEROS(HORN ON NOSE)             | MAN/GUN-ENEMY            | ELEPHANT-HEAD     |
| SEALION(WHY HE HAS NOT LEG?)         | LION/MOUSE-FRIEND        | GERAFHNECK        |
| OUSTRICH(LONG NECK)                  | ELEPHANT/CROCODILE-ENEMY | MAGICMATT         |
| LION(LONG HAIR)                      | HUMAN/CAR-FRIEND         | TAIL              |
| KANGAROO(BAGS ON STOMACH)            | FOX/DOG-ENEMY            | <b>DUCK</b> YACHT |
| BIRD(WHY CAN FLY?)                   | DEER/HUNTER-ENEMY        | AEROPLANE         |
| SNACK(WHY HE HAS NOT LEG?)           | FISH/CRANE-ENEMY         | GERAFHNECK        |
| FROG(WHY ROARING ON RAINY SEASON?)   | FROG/RAIN-FRIEND         | MANLIKE-LEGS      |
| HEN(WHY HE HAS A CROWN ON HIS HEAD?) | CAT/DOG-ENEMY            |                   |



After user study, I found that those students are able to make story on their own thinking and Imagination through cards. They created deferent kinds of story for deferent cards. They have special thinking then young man or older. But I noticed that these children needs sometimes when they started to make story. Its 3-5minutes. For every story, they need 25-60 second's time.

After all of my user studies, I made a concept of game and rough model which can played by three children. This game is based on storytelling nature and its has a particular time limit for starting the story according to the cards images. If children are able to start the stories according to the cards on particular time limit then he/she can put his animal on each particular block. If he/she do not start story on particular time, then chance goes to the next one and he/she can start his/her stories according to the cards. In particular time limit who makes highest stories and collecting highest his/her animal kingdom on particular box, he/she will be first winner of the game.

# RULES

**Players:** 3 Nos.

**Age group:** 8-12 Years.

**Contents:**

- A Board.
- 15x3(set)=45 Animals (Three Different Colors).
- 15x3=45 Cards (Storytelling Card in Three Types).
- A Sand Timer.

**Objective:**

To collect maximum animals through storytelling.

**Rules:**

- Arrange the board in centre.
- Each player will take 15 cards each randomly.

**How to play:**

All the players will count 1-2-3.

He/she will pick up the card.

He/she will have to start the story within a particular time limit according to the sand timer (1.5minutes). The story can continue for as long he/she wants, minimum two times of the sand timer(3 minutes), but should be related to the card.

If a player successfully narrates his/her story he/she will be able to keep his animal on the grid/board. If the player is not able to start a story within a time limit, the chance will be passed to the next player. Hence, the player with maximum animals in his kingdom wins in a set time limit for the game.

These children make a lot of stories from different cards. For 'WHY' card one child makes nice stories that was "Once upon a time, elephant has small nose. Golu and Molu were friends who went to a picnic for a long distance. They crossed a big river where Miku crocodile bit on the nose of Golu. Molu came to escape Golu. Molu pulled Golu to escape from the crocodile, when Golu was escaped from the crocodile, Molu saw that Golu's nose was too long because of the pulling game between Golu and Miku. From that day elephant's nose became long."

Another story about elephant's nose was that "Once upon a time, elephant has small nose, they never drunk water except some other drunk food. They were very lazy. Chintu elephant was going to a place where he never finds his drunk food. So, he tried to drink water, but his face didn't catch the water. He tried and again tried to catch the water, but his face was not too long to catch water. For again and again process of catching water, his nose became too long."

Another story was "Elephant had short nose but sometime they tried to eat leaves of long trees, so they got long nose."

For 'ENEMY/FRIEND' card they made a lot of beautiful stories e.g. "Dog/cat=enemy; Dog and cat were very good friend. But one day water came to their place and they prepared to leave their place. They met a dolphin who told them that he can help to cross the water, dog thought that cat was my best friend so he could go first. Cat crossed the water with the help of the dolphin and after crossing the water he ate the dolphine. The dog never came to another bank of the water. From that day dog and cat were enemy."

Another story was "Dog and cat were very good friend. One day both they were very hungry, and they wanted to eat something, but they don't find anything to eat. But cat got some meal, and he ate it alone, dog saw it and he got angered on cat. From that day, they were very enemy."

For TREE/MAN=FRIEND card ,they made a story that tree gives msn food, cloths firewood, furniture and lots of thing. So, both are very good friend.

For assemble card they made a lot of beautiful and funny stories. One child made a story that "A man sometime dreamed that he had two wings and he go to anywhere which he wanted. But really one day he got two wings and he tried to fly with the help of the wings. From that day he went everywhere where he wanted."

He also made another story that bird got a tail like lion and he went to his friend's house to a trip. But his friend joked on him when he saw that his friend had a long tail. It was too funny for his Friend.

Another story on Man and tire was "Man want to need something which can help man to travel from one to another place by easy. One day man got a tire and he started to move from one to another place very easily."

From all of these stories I found that these particular age group of children can make different kind of stories from a particular card. I noticed that these children need sometime to think about stories but they finished it very interestingly. All of my targeted User Group able to do it properly.

I made rough Prototype for my concept which I had taken for my targeted User Group.



**PROTOTYPE TESTING**

# FINAL CARDS

## WHY?

|  |  |  |  |  |
|--|--|--|--|--|
| Why?<br>  | Why?<br>  | Why?<br>  | Why?<br>  | Why?<br>  |
| Why?<br>  | Why?<br>  | Why?<br>  | Why?<br>  | Why?<br>  |
| Why?<br> | Why?<br> | Why?<br> | Why?<br> | Why?<br> |

## ASSEMBLE

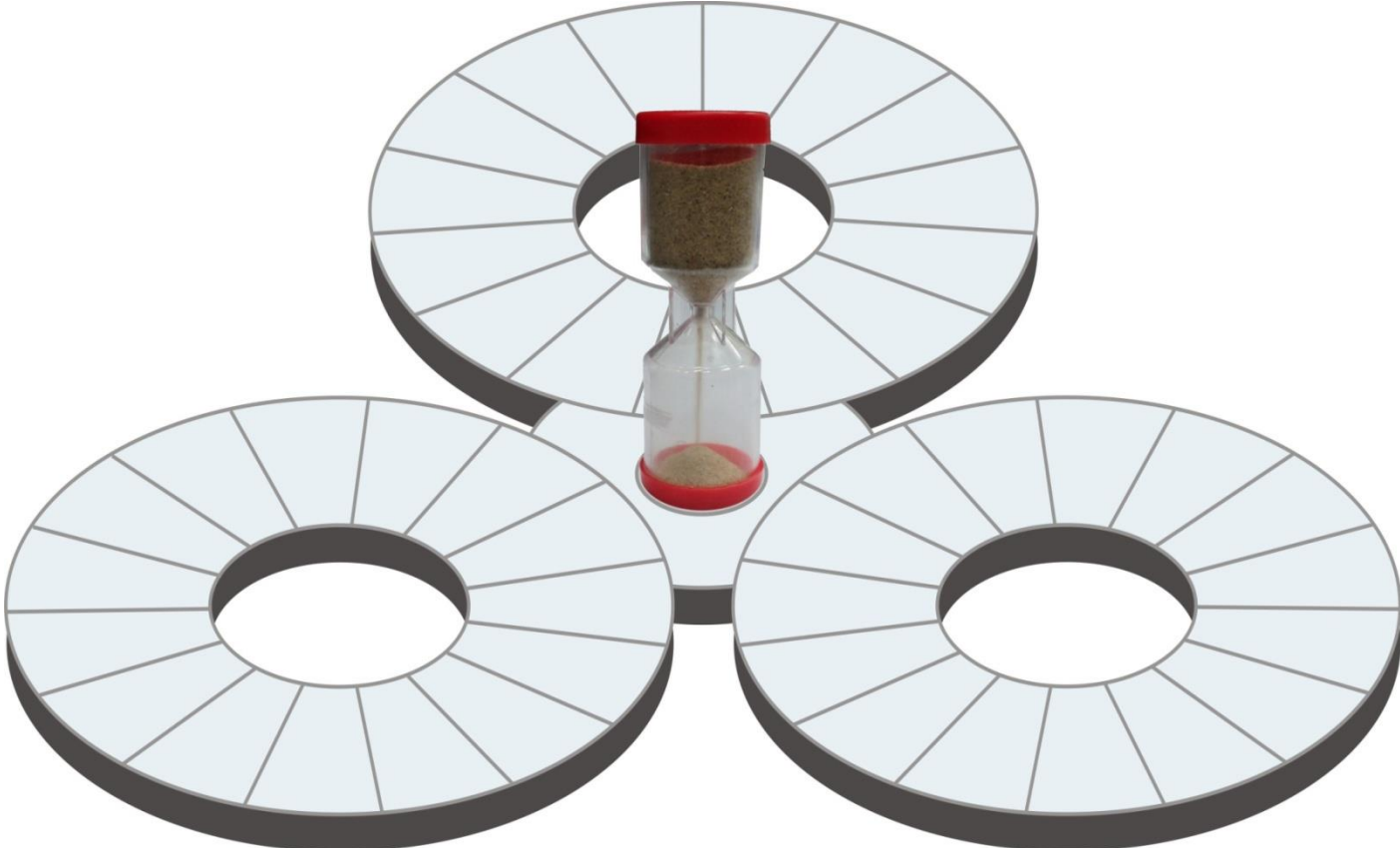
|  |  |  |  |  |
|--|--|--|--|--|
| Assemble<br>  | Assemble<br>  | Assemble<br>  | Assemble<br>  | Assemble<br>  |
| Assemble<br>  | Assemble<br>  | Assemble<br>  | Assemble<br>  | Assemble<br>  |
| Assemble<br> | Assemble<br> | Assemble<br> | Assemble<br> | Assemble<br> |

# ENEMY/FRIEND

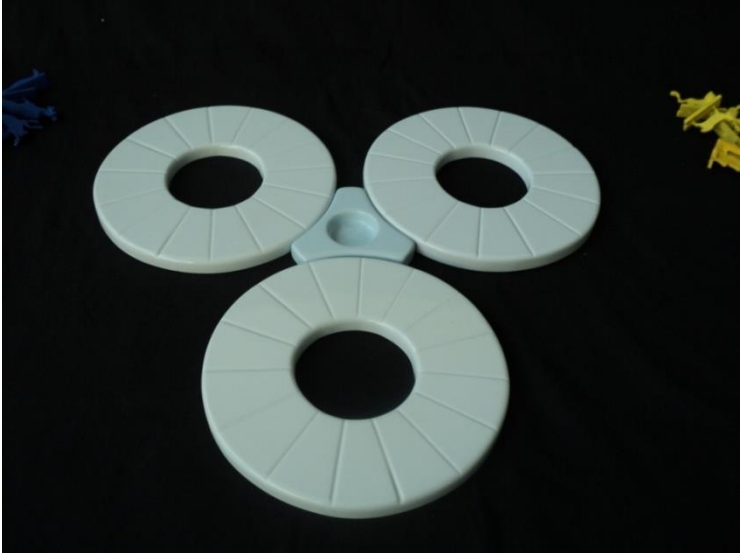
|   |   |   |   |   |
|---|---|---|---|---|
| <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    |
| <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    | <p>Enemy/Friend<br/>Enemy</p>    |
| <p>Enemy/Friend<br/>Friend</p>  | <p>Enemy/Friend<br/>Friend</p>  | <p>Enemy/Friend<br/>Friend</p>  | <p>Enemy/Friend<br/>Friend</p>  | <p>Enemy/Friend<br/>Friend</p>  |



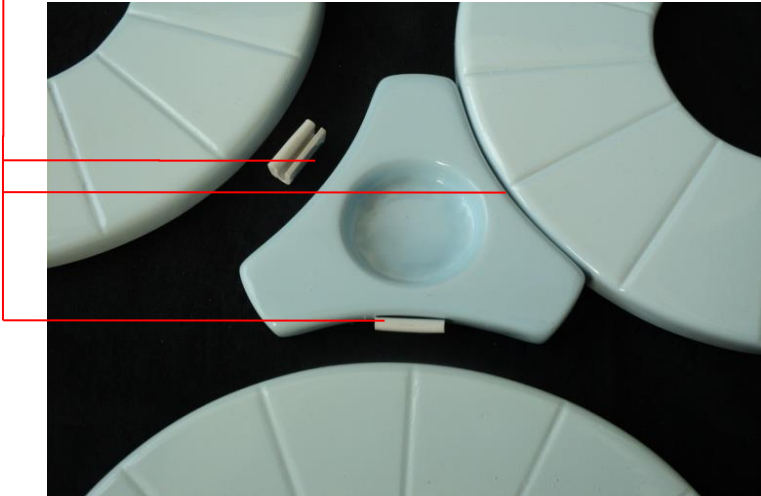
After Rough Prototype studies, I did some changes of my Game Board which is round in shape.



# FINAL WORKING PROTOTYPE



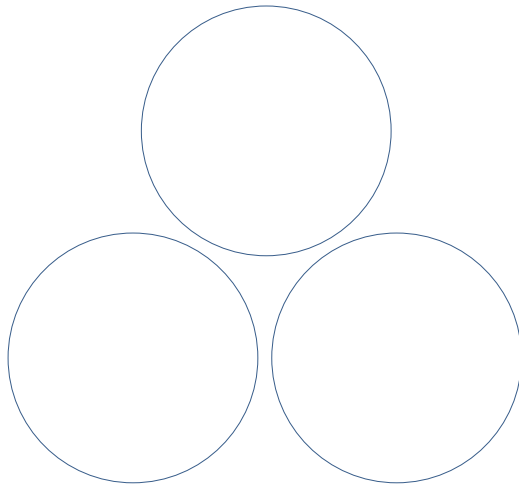
→ **DETAIL PART OF JOINERIES**



# MANUFACTURING AND MEASUREMENTS

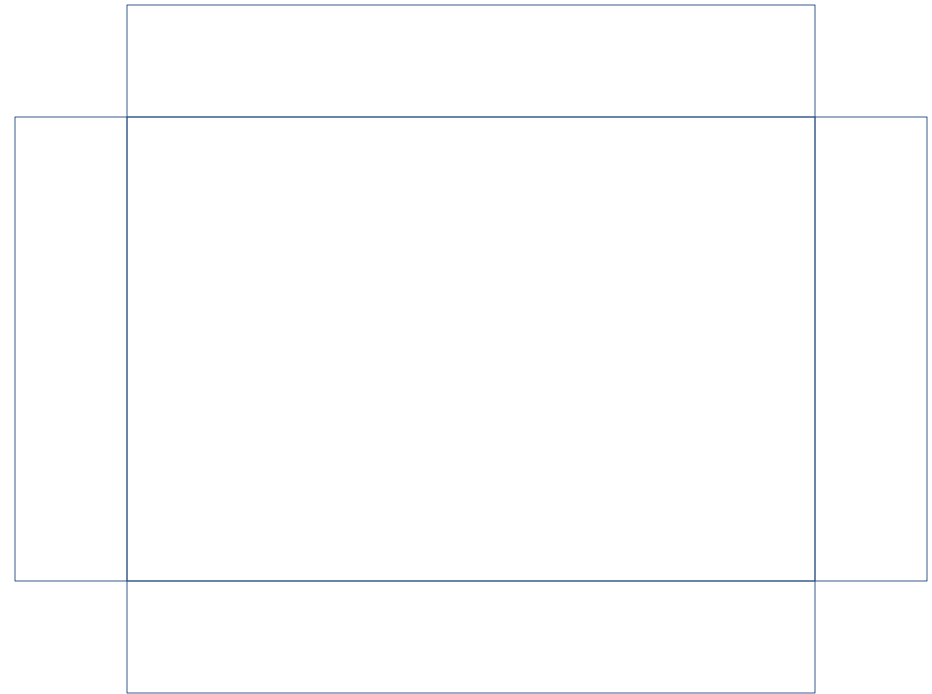
- The Game Board and the animals included will be made in plastic using inject molding technique.
- The cards will be printed on 300 GSM paper.
- The Hour-Glass will also be made in plastic.

## GAME



Total game board dimension= 44 cm  
Circle dimension= 20 cm  
Gap between two circles=2.5 cm  
Height= 1.5 cm  
Hourglass height= 4.5 cm

## PACKAGING



**35.5(l) cm x 23(b)cm x 8(h)cm**

# USERS WITH THE FINAL PRODUCT



# FINAL PACKAGING DESIGN



# FINAL GAME WITH THE PACKAGING



## CONCLUSION

- This game enhances the creativity of the children, children enjoyed the story telling aspect of the game as it let them go wild with their ideas.
- This game increases and enhances the visual communication of children through story telling.
- This game encouraged group play, thus increasing interactivity between children.
- Children were able to come up with lots of stories as, it did not have any limitation about the structure of story.
- Parents were impressed with the kind of stories the kids came up with and admitted that this game can be a booster for their child's creativity.
- The animal concept in the game was liked and accepted by all, some children were even choosy about which animal to keep first and which later.
- The familiar shape of the game and recognizable animals increased the comfort level and the interaction between the game and children.

**THANK YOU**