

Codex Conquest Re-Design

October 22, 2016

Cards against Humanity version of Codex Conquest

OER Format:

Print and play by printing on cardboard and cutting out
To supplement, print generic theme/books cards and fill in
Educational level by level of conversation
Maybe have teacher be adjudicator rather than students?

Components

Theme Cards

Format: Theme (or type of card) one side; Phrase other side (example: Reformation, colonization, Audience)

How many?

Book Cards

Format: title one side; genre, year, country other side
4 decks of 52 cards (religion, politics, science, literature)

Rules

Shuffle intellectual history cards, place in center
Shuffle books cards, each player gets X amount (13?)
Players go clockwise taking turns pulling history cards and then offering up one book to fit that theme (each player can argue their book for 10 seconds)
History card puller chooses which book best suits theme
Whoever has the most books at the end (determined how) wins

Collecting version of Codex Conquest

Components

Book Cards

Tokens

Rules

Start with 30 tokens or more?
Books released by 25 year or 50 year increments
Bid but then have to think about long term b.c set money
Can trade, more necessary as use up money
Not playing as countries
All auction format, no reserve price
Same book cards as previous game?
Same or similar winning strategy complete collections

Brainstorming Notes

Game Design

- Game goals need to follow educational goals
- Build suspense, conflict, complication
- Overlapping goals

My Game Design Goals

- Want them to learn major books
- And then maybe how books related to history

Edits to Game

CREDITS

- Highest dollar value collection at end wins
- Start with 20 tokens and a medieval MSS?

BOOKS

- Same mechanic as before, but limited amount of money
- Books released by century
- History books release occasional auction books
- Bid on books
- Change all books to be linked to history rather than through book market
- But then how will they find the book?
- Maybe just limited by country and century anyway like now

DICE

- Make the collecting mechanism different to reiterate learning goals
- Still need to solve randomness
- More strategy with starting money

EVENTS

- Who are the players - not country?
- Just creating collections
- Creates easier set up
- Then you'd pull history card from any country
- Or maybe they pull event/book cards (together in one card) with x amount per century

LEARNING OBJECTIVES

- Learn century, country, title
- Learn intellectual areas
- Learn connections to history

SET UP

- Shuffle book deck (of maybe the full new set of 4 decks, allows for build out of decks)
- Each student takes 13 book cards (or whatever the divisible amount is)
- Then history deck (numbered as it moves through time)
- Way to build out game is to add new books that could relate to that history
- What if history like 25 year increments
- 1900-1925 for example
- Then students see if they have a book from that era
- Take the history and debate against others about which made the most difference (timed look up period??)
- Whoever wins keeps their card and acquires the losers' cards
- Move through time, so rewards debate
- Shows how books are not necessarily intrinsically important but what they do

Does mean books need to be pretty canonical though
So with 25 year increments, 4 rounds per century
Maybe that's too much?
50 year increments
Or instead of time period, pull a theme
And if you have a book with that genre, then like CARDS AGAINST HUMANITY
You put down which book is the best for that genre (most important)
Whoever pulls the history theme chooses but the students can argue for
themselves (so unlike cards against humanity where they have to be silent)
Disassociates it from time period but emphasizes title, research if necessary,
public speaking
Book is what you make of it
Winner is whoever has the most books at the end
No point value on books because not about capitalism