

2017 WINTER DESIGN WORKSHOP

cape

Campus
Asia
Plant
Environment innovation

CHIBA, JAPAN



CHIBA UNIVERSITY





2017

*CAPE Design Workshop
in Chiba
on Board games*



Summary

Inviting students from multiple countries with different backgrounds, the CAPE Winter Workshop 2018 hosted by Chiba University aims to mind, learn and fill the gap between the cultural groups, and between the members of the cultural group. Historically, culturally, and personally, we are intrinsically different from each other.

Understanding each others merely through words is sometimes extremely difficult, obstructed by language barrier, presumed common senses, through somewhat prejudiced mind we all have. The invention of board game dates back to around 3500 B.C.: this is even older than iron, alphabet and toilet. In the workshop, students are asked to make use of the merit of one of the oldest media as a tool to communicate what you know, and learn what you don't know.

Designing board games require complex sets of skills: meticulous planning of game systems, establishing fair, easy-to-learn, yet deep enough rules, and above all, the end-user game experience achieved through disciplined theme of graphics of boards, cards, and pieces. Together with the students from different skillsets and techniques, students are expected to contribute in maximizing both the funness and the amount of the information you intend to transmit to the players.

Teams

Students were divided into the following seven teams.

Abbreviations:

YU-Yonsei University;

ZJU-Zhejiang University;

CU-Chiba University.



A Kosuke AIDA -CU
Guo YI -ZJU
Kui ZUO -ZJU
Yunwu SUNG -YU



B Wonbo KO -CU
Katsumi SATO -CU
Pei CHEN -ZJU
Zhibin ZHOU -ZJU
Jiyeon KIM -YU



C Shoko TANAKA -CU
Xue ZHANG -ZJU(Chiba)
Xuechun CAO -ZJU
Xinhang XIE -ZJU
Youngah KIM -YU
Byoungkwan OH -YU



D Minghui LIU -CU
Yujia LU -ZJU(Chiba)
Bo HAN -ZJU
Hyojung KIM -YU
Juhee KIM -YU



E Yingping CAO
-ZJU(Chiba)
Shihui SHUAI -ZJU
DaEun HWANG -YU
MinJi KIM -YU



F Shoshin NAKASONE -CU
Jueun OH -CU
Hyunjeung SHIN -YU
Nyamsuren GOMBODOO
-YU



G Dewi WINNIE Andam -CU
Zhen CHEN -ZJU
Zhou YI -ZJU
Changbeom JUNG -YU
Arrum KIM -YU

A: Cook for Freedom

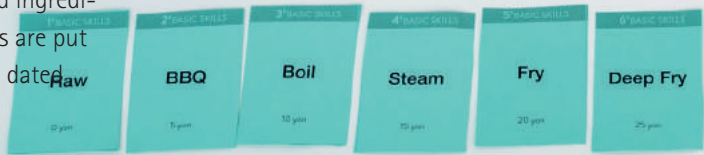
All the players must be prepared with kitchen board, a cook card, a special skill card, the recipe leaflet and 200 yons.



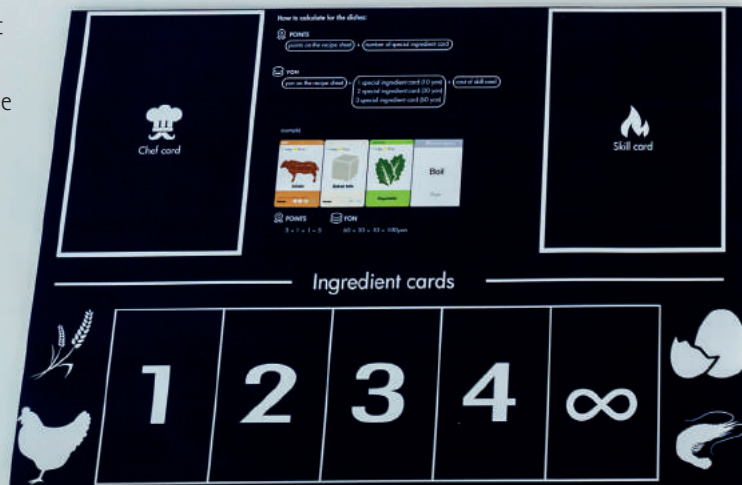
First step a player can buy ingredient from the market or buy one from other players.



The player can buy 1 or 2 food ingredients per turn. Ingredient cards are put on the place on the following dated shelf, facing down.



If the ingredient card is not used until the expiration date, the ingredient must be thrown away.



After buying the ingredient, the player gets to learn a cooking skill by paying, and throwing a coin. If the head of the coin goes up, you get to learn the skill.



When you have all ingredients and the cooking skill which is used to cook one dish, you get to cook! If you cook dishes, you can get points.

When a chef gets more than 20 points, he wins.

- RECIPES -

Chinese Dishes	Japanese Dishes	Korean Dishes
1 Cold Smash Cucumber 2 Pts Vegetable, 1000 yen, 40 pts	1 Sushi 2 Pts Seafood, 1000 yen, 40 pts	1 Bibimbabg 2 Pts Rice, Seafood, 1000 yen, 60 pts
2 Duogiao Fish Head 2 Pts Seafood, 1000 yen, 40 pts	2 Udon 2 Pts Noodle, 1000 yen, 20 pts	2 Korean BBQ 2 Pts Beef, 1000 yen, 40 pts
3 Chinese Meatballs 2 Pts Pork, 1000 yen, 40 pts	3 Ramen 1 Pts Noodle, 1000 yen, 60 pts	3 Samgatang 2 Pts Chicken, 1000 yen, 40 pts
4 Gongbao Chicken 2 Pts Chicken, 1000 yen, 40 pts	4 Sukiyaki 2 Pts Beef, 1000 yen, 40 pts	4 Spicy Tofu Stew 2 Pts Tofu, 1000 yen, 20 pts
5 Ma Po Tofu 4 Pts Tofu, 1000 yen, 40 pts	5 Tempura 2 Pts Seafood, 1000 yen, 60 pts	5 Japchae 1 Pts Noodle, 1000 yen, 30 pts

B: Bridge Maker

Through board games, users can develop the ability to think geometric thinking and strategy.

The game is done on a board divided into squares of 25 and 25 pixels.

Each player makes a bridge from the four corners. The first player who connected the bridge from the departure corner to another corner wins.

Blocks of bridges are first distributed to each player. There are 12 kinds of bridge blocks, and each block consists of 5 pixels. Also, the player can move the piece (builder) only on his bridge





every turn. Players can also interfere opponents or create opportunities using four different skill cards (Move / Replace / Delete / Rotate).

The builder has the role of protecting the bridge from that skill card. Builder positioning is one of the strategies.

C: Asian Culture Discovery

In this game, players can discover Asian countries' cultures, traditions and spirits. The player who gets the most points is the winner of this game.

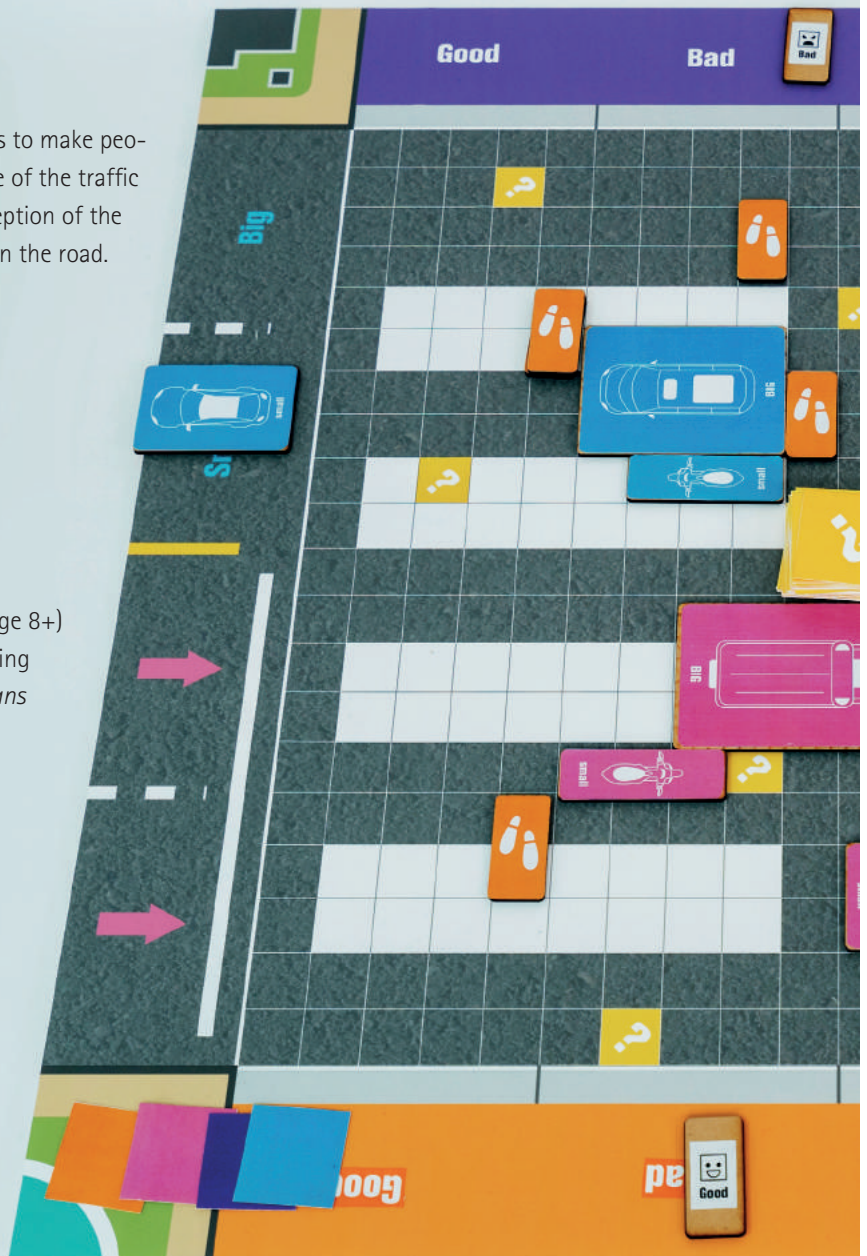
To get points, players draw score cards when he/she collect 3 chips (same country or same category: culture/food/nature) on the board.

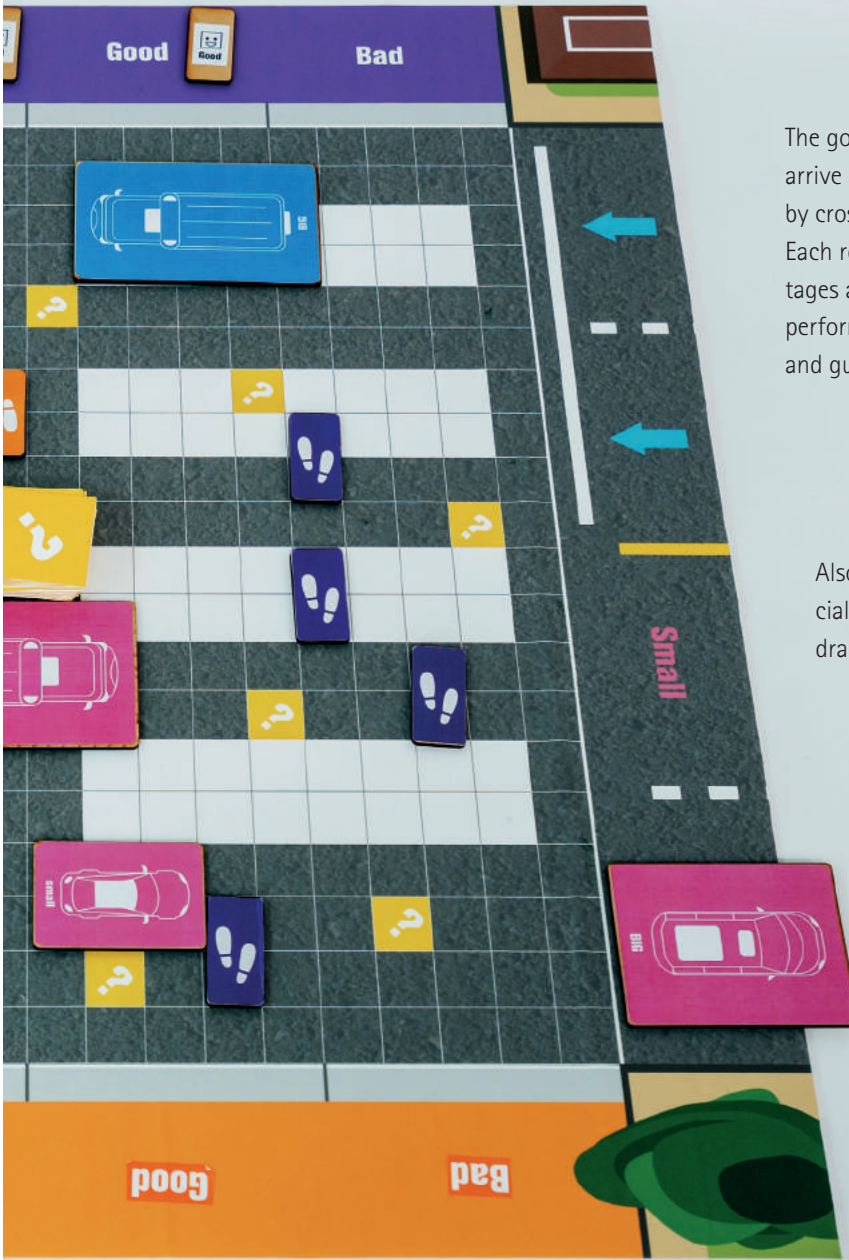


D: Crazy Cross

The game 'Crazy Cross' is to make people have fun to be aware of the traffic situations and the conception of the traffic jam that occurs on the road.

2 or 4 Players, 2 team (age 8+)
start the game by choosing their own role: *pedestrians* and *vehicles*.



















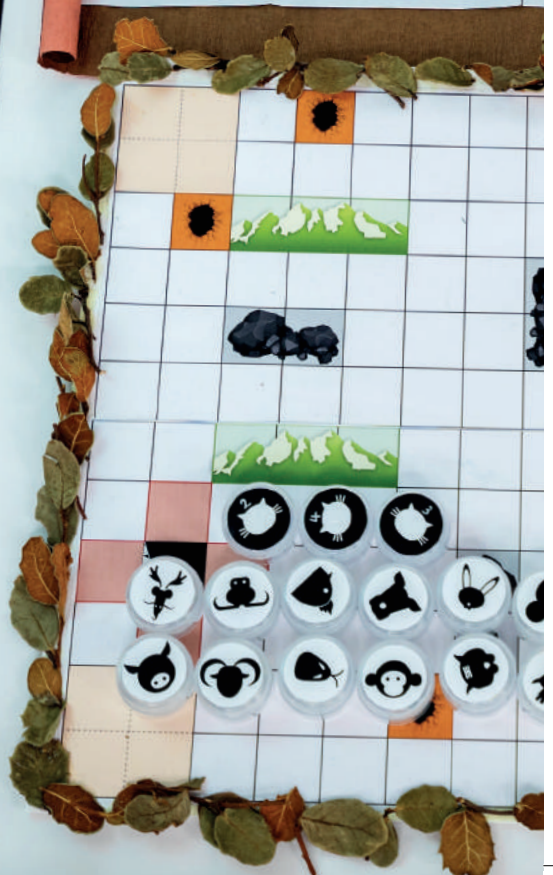
The goal of this game is to arrive at the final destination by crossing the road. Each role has different advantages and disadvantages to perform, so use your own tricks and guess how to win.

Also, don't forget the special spaces where you can draw the random cards!

E: 12 + 1 Animals



-  Rat move 4 step
-  OX move 3 step include cross direction
-  Tiger 3 step pass the monster
-  Rabbit 2step Pass the hole
-  Dragon 2 Step pass all barriers
-  Snake 1step through holes one to another
-  Horse 3 step
-  Goat 2 step Pass the Mountain
-  Monkey 2 step can climb the mountain
-  Rooster 2 step pass the rock
-  Dog 2 step only Cross 1 direction
-  Pig 2 step
-  Cat 4/3/2 step go anywhere except hole and monster
-  When king animals are caught by cats, they became to cats which can move 1 step.



Start Rule

- 4 role cards: 3 good guys, 1 bad guy
- Bad guy pick 1 card that is only weakness, bad guy must show the weakness animal to good guys except himself
- Good guys pick 1 animal card each and the animal is the good guy's king animal
- Bad guy pick 3 cards in other cards
- Bad guy separate 12 animal markers to good guys 4 markers
- Everyone start only themselves corner

How to play

- Cat (bad guy) can catch any animals except his weakness animal, and can be caught weakness and the king animals of every good guys
- If Cat catch his weakness animal, the cat will be died, and good guys must tell the bad guy about his weakness animal
- Good guys can move any other animal markers;
- If good guy's king animal is caught by Cat, the good guy become bad guy. His king animal will become cat but that can move 1 step, this event happened only 1 time

End Rule

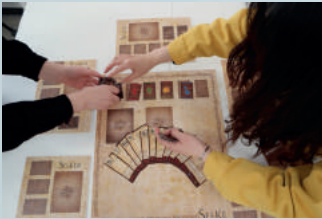
- If the all king animals are caught by cats, all bad guys will win.
- When all cats are removed and the player who has his king animal survived, that player will win.

The game is based on the traditional story of the 12 animals. By playing this game, players will learn the traditional story and how to cooperate with others. The game consists of 12 function cards (12 animals), a board with obstacles and 15 markers (12 animals, 3 cats). There will be 4 players (3 good guys, 1 bad guy). Each good guy picks 1 animal as king animal. Bad guy picks 1 card, which will be the bad guy's weakness including 3 king animals (the bad guy knows nothing about weakness animals).



The bad guy has 3 markers (cats), each good guy has 4 markers. The bad guy uses cats to kill other animals. When a cat meets a weakness animal, the cat dies. When king animals meet a cat, the king animal dies. If all king animals die, the bad guy wins. If all cats die, the good guys win.

F: Seeker



Players gain scores by successfully achieving *Artifact* cards. Players take turns using a bunch of *tool cards* and *special cards* to get the artifact in the same relic, but only the first player who eventually achieved the artifact is qualified to own it.

In seeker, players are archeologists who will seek treasures from 11 worldwide relics. Each relic has an extraordinary artifact. The object of this game is to score the highest number of total points.



Players can learn about the artifacts in the world in this game and their ability to guess the thoughts of other players is tried.

G: PPA



PPA game is made to make all the player know each other more and get a long in a fun honest and spontaneous way, the game also encourage the player to take a subtle physical contact with the other, to enhance the unintentional affection between the players.

PPA is a party game to make all player to tell stories and take action based on what instructed or questioned in a card.



All the challenges will be so specific, absurd and challenging. Adapting by how the social media works, all their action or answer will be judged by the other player by emotion card, if whether their action or answer are boring, entertaining, surprising and other emotion.

cape

Campus
Asia
Plant
Environment innovation



2017
CAPE WINTER DESIGN WORKSHOP
JAPAN

FEB. 5-12, 2018

CHIBA UNIVERSITY JAPAN
YONSEI UNIVERSITY KOREA
ZHEJIANG UNIVERSITY CHINA

Supervisors

Makoto WATANABE CHIBA UNIVERSITY, JAPAN

Kenta ONO CHIBA UNIVERSITY, JAPAN

Ikjoon CHANG CHIBA UNIVERSITY, JAPAN

Minoru MATSUI CHIBA UNIVERSITY, JAPAN

Byungkeun OH YONSEI UNIVERSITY, KOREA

Sungzin CHAE YONSEI UNIVERSITY, KOREA

Jinghua HUANG ZHEJIANG UNIVERSITY, CHINA

