

## Game On: Contemporary Board Games Study Day

**Saturday 1 April**

**10.00-16.30**

We are entering a golden age of board game design according to Matt Leacock, *Pandemic* designer. Discover more about this exciting board game renaissance. Hear from game designers and academics; see early treasures from the Museum's collection and join in the Board Game Jam.

The day will be hosted by James Wallis leading games designer and Director of the games consultancy Spaaace.

### Programme:

10.00 – 10.30 Registration and Breakfast

10.30 – 13.05 Presentations and Panel discussion

13.05 – 13.50 Lunch break

13.50 – 16.00 Board Games Jam with PlaytestUK

16.00 – 16.30 Tea and Judging

16.30 Winners announced



**Ian Livingstone CBE, one of the founding fathers of the UK games industry**  
will be speaking on the importance of board games in his life.

**Quintin Smith, editor of *Shut Up & Sit Down***

### **The Golden Age of Board Games**

Board game cafés are springing up in cities across the UK and each year sales of the games themselves increase by 15-20%. Quintin Smith, the UK's foremost board game critic, explains this phenomenon, why he fell in love with the scene and how you can too.

**Nia Wearn, Senior Lecturer in Computer Games Design, Staffordshire University**

### **Oasis of Analogue**

Developing the board game design skills of students that otherwise entirely work in digital fields. It's an oasis of analogue in an otherwise very digital landscape.

**Quintin Smith, editor of *Shut Up & Sit Down***

### **A Feast of Friends (working title)**

Five years ago, Quintin Smith changed from writing about video games to board games. Far from being a step backwards, he argues that table games allow for a more electric, exhaustive exploration of players and their personalities.

**Esther MacCallum-Stewart , Associate Professor in Games Studies, Staffordshire University.**

### **'Games are for Everybody'. Representation in Games.**

Esther will explore how board games are trying to be inclusive and encourage everyone to enjoy playing them.



**Holly Nielsen, Journalist and board games expert**

**British Board Games 1800-1920**

Holly will be examining British board games from 1800-1920 and how they use their unique interactive nature to promote and further causes and ideals; using their ludic nature to promote politics and beliefs over time. She will explore board games as an intersection between various disciplines of history (history of leisure, childhood, gender, politics etc) and most importantly their material history during a time that is often dominated by the printed word.

**Panel discussion**

**All A-Board: Where are Board Games Going?**

**13.50 – 16.00 Board Games Jam with PlaytestUK**

In the afternoon session, there is a chance to flex your games design muscles as Rob Harris from PlaytestUK hosts the Board Game Jam, a timed challenge to create a new game inspired by the Museum of Childhood's collection. Several published games designers will be on hand during the event to show how their ideas progressed from prototypes to published products.

The winning design will be printed in a limited run with a copy going into the Museum's permanent collection.

Museum exhibits not normally displayed to the public will be available to view for inspiration. All prototype materials will be provided

**16.00 – 16.30 Tea and Judging**

**16.30 Winners announced**

