

## Game Design Icebreaker:

In your team, introduce each other and then use any or all of the materials in your bag to create a game. Consider any rules/scoring needed and also give your game a name.

You will then leave one person behind to explain your game and the rest of you will play the game from another team.

Choose if your game should be as **inclusive** or **un-inclusive** as possible. And also fun!

### (Un)Inclusive Game Design Checklist:

- Representation:** Does the game feature diverse characters from different backgrounds, genders, races, cultures, and abilities?
- Accessibility:** Is the game accessible for players with different abilities, such as those with hearing, vision, or mobility impairments?
- Language and Communication:** Is the game language inclusive, avoiding offensive language and stereotypes? Are the instructions and communication methods clear and easy to understand for players with different backgrounds and experiences?
- Cultural Considerations:** Does the game incorporate diverse cultural elements that represent and celebrate different cultures and traditions?
- Multiplayer Features:** Are there measures in place to prevent harassment and discrimination and clear guidelines for acceptable behaviour?
- Testing and Feedback:** Have players from diverse backgrounds been involved in the game's development process and provided feedback on inclusivity?