

MANCHESTER SCHOOL OF ARCHITECTURE



Agenda

Inspired by post-war infrastructure development principle, INFRA-GAME aims to develop board game into an enjoyable educational tool for parents and teachers to enlighten children with the knowledge and consideration behind infrastructure and landscape planning. We will be working together to develop the exciting board game into an aesthetically attractive product.

The board game will be ultimately available both physically and virtually, with engaging online promotion. Long-term social contribution will be achieved through this educational entertainment device.

Collaborator

Manchester School of Architecture

Teams

King Yi Wong / Rongcheng Li / Qirui Wang / Xinzi Deng / Yao Wei

Skills

- Organizing small events skills cooperation & communication
- Product design skills understand the structure of board game
- Basic digital modelling skills for materializing the board game
- Illustration skills to produce visuals for game manual and online promotion & explanation
- Publication skills publicity via multiple medias

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