

Game Design Activity #3

Visual Moodboards

A moodboard is an entry-level tool mainly used to communicate the visual component of a game. By collating examples of art, stills from media, and visual references to locations, artists can quickly communicate to development teams a visual “goal” for the game to be developed.

Youth work outcomes

Outcome 7 Young people develop their perspectives through new experiences and learning. (Outcomes 3,4 and 6 of the [National Outcomes and Skills Framework](#) are also relevant to this activity.)

Youth work skills

teamwork, decision making

Set-up

To run this session you will need:

- Magazines
- Internet
- Paper
- Pens
- Other creative resources

You can create a physical or digital moodboard, working together in a physical space or online

Length of session

60 minutes, flexible

About Moodboards

Moodboards can be developed digitally (using platforms such as PowerPoint/Google Slides and Miro) or created physically (similar to a collage, with cut-outs and annotations stuck together onto card or paper).

A game idea can be deconstructed to focus on specific parts that can then be explored using moodboards. Some examples of game components include:

- **Behaviours:** mechanics that the player uses to move through the game;
- **Characters:** player-controlled avatars and non-player characters (NPCs) that are met through the game;
- **Stories:** narrative structures and scenes which evoke emotion and convey information through performance;
- **Interfaces:** menus and structures that underpin the game's state and player's progression;
- **Locations:** environments and scenarios in which the game takes place.

Create a moodboard

In groups (of between 2-4 people), encourage young people to explore a particular area of their game concept using this visual research approach. They can be encouraged to use the Internet or find physical resources (such as magazines and leaflets) to put together a moodboard that represents their ideas for the component of the game that they intend to explore. This task can take between 45-60 minutes with an opportunity for young people to present their ideas to each other in groups.

