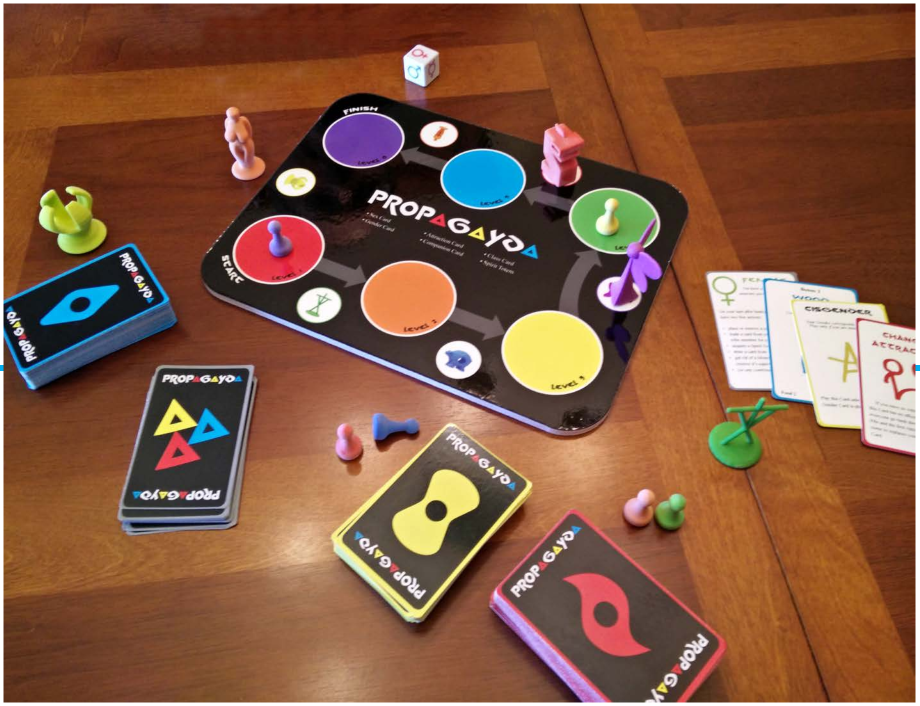
PROPAGAYDA


FINISH
PROPAGAYDA
START
LEVEL 1
LEVEL 2
LEVEL 3
LEVEL 4
LEVEL 5
LEVEL 6
CISGENDER

Design & Gamification Affecting Social Change for LGBTQIA People

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GRDS 792: Graphic Design M.F.A. Visual Thesis
Professor Trudy Abadie
2015 Fall Quarter

A visual thesis design brief for partial fulfillment of the requirements for the degree of Master of Fine Arts in Graphic Design at the Savannah College of Art and Design.

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Visual Thesis Overview

Introduction

This visual thesis explores the use of group participatory mediums through the combination of both design and gamification principles, to develop a model to affect social change.

As seen in such participatory mediums as cooperative games, serious games, and interactive edutainment, I will design a user interaction integrating both analog and digital mediums – which offers learning opportunities through a combination of European user interface (UI) and American user experience (UX) design principles – that can advance acceptance, connectedness, and understanding of LGBTQIA people.

Communication Strategy

Communication Goals

The perception of the varying states of attraction, gender identification, and sex as three different and distinct attributes that every human being has in whatever combination is difficult to do but is much more appropriate than an initialism.

Therefore the communication goal of this project is to communicate attraction, gender identification, and sex as three separate attributes that each individual can have, and that in some instances this can change over a person's lifetime.

Intended Outcomes

The intended outcome of achieving the communication goal is for the player(s) to become aware of the varying states of attraction, gender identification, and sex through design and gamification.

The research for the visual component of this thesis will focus the development of a niche tabletop game that introduces LGBTQIA concepts in a non-innocuous or subtle way, the game will be played by using heuristic design with European UI elements, and phenomenological design choices through American UX.

Also, a website exhibiting the visual thesis game and research will also be constructed to fulfill the requirements for the Degree of Master of Fine Arts in Graphic Design at the Savannah College of Art and Design.

Target Audience & Geographic Scope

The primary target audience for the visual thesis are male and female, cisgender, heterosexual, United States of America citizens and foreign nationals of varying socio-economic class, that are ages six and up.

Timeline

September 13th	- Send Design Brief & Written Thesis to MFA Committee
	- User Testing
September 20th	- Revisions
	- User Testing 2
	- Revisions & Writing
September 27th	- Update Committee
	- User Testing 2
	- Final Revisions & Finish Writing
October 4th	- Submit Design Brief & Written Thesis to Committee
	- Revisions
	- Develop App & Website
October 18th	- Submit App & Website to Committee
	- Revisions
November 1st	- Submit Thesis to Editor
November 8th	- Submit Everything for Approval to Committee
	- Last Minute Revisions as Requested by Committee
November 19th	- Thesis Contact Form, Signature Page, and submit thesis

Research Methodology

Mood Experience

We the People
Trivia & satire with a point.
FIGHT TYRANNY GAME
Building Costs

Preliminary Visual Research

By conducting some preliminary visual research for similar designs to my visual thesis I found that there were no shortage of gay-themed boardgames, but not LGBTQIA inclusive games. Save for *That's So Gay* I found no games with a similar objective.

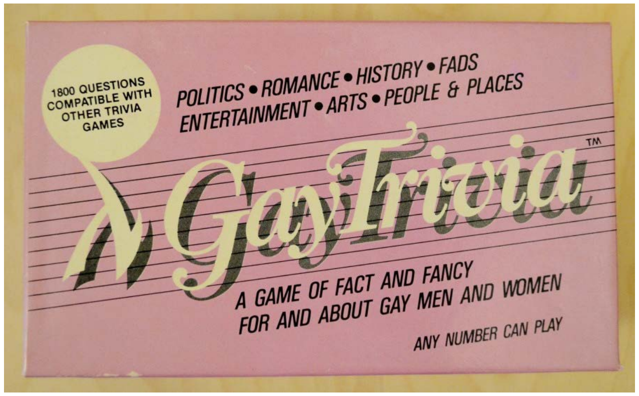
The following are the most popular list of contemporary games I found that closely relate to the LGBTQIA genre:

- That's So Gay
- Gayme
- Drag Ball
- Gayopoly
- Gay Monopoly
- Homonopolis
- Gay Trivia
- The Rainbow Gayme
- Gay Weekend
- It's Only Natural

That's So GAY!
A game of LGBTQ discovery
Question & Answer Book
GAME CARD

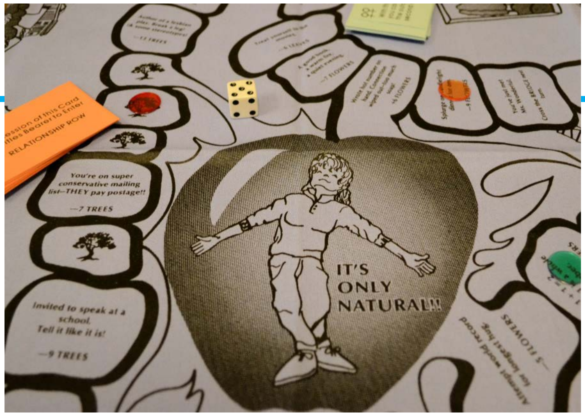
Gayopoly
West Hollywood
New York City
Houston
South Beach
Whatever
Diva Detour
Payday
In The Closet
YOU GO GIRL!
start here
You Actually Found A Spot!
YOU'VE BEEN CAUGHT WITH THE OPPOSITE SEX! GO STRAIGHT INTO THE CLOSET!

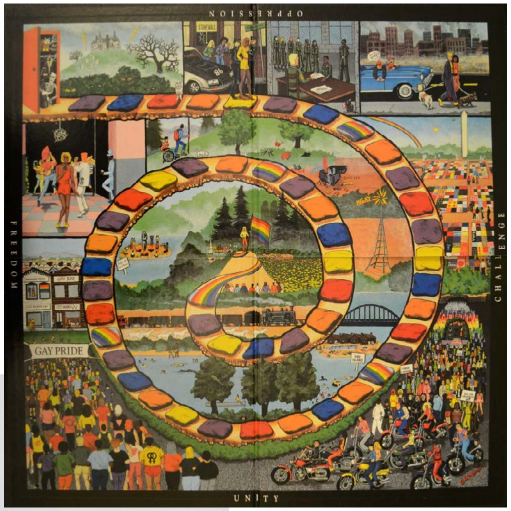
GAY MONOPOLY
MANIPULATION
Tom of Finland


1800 QUESTIONS COMPATIBLE WITH OTHER TRIVIA GAMES
POLITICS • ROMANCE • HISTORY • FADS
ENTERTAINMENT • ARTS • PEOPLE & PLACES
GayTrivia
A GAME OF FACT AND FANCY FOR AND ABOUT GAY MEN AND WOMEN
ANY NUMBER CAN PLAY

HOMO NO POLIS
START

GAY WEEKEND
MARK
GLEN
BILLY
SCOTT
EAT


IT'S ONLY NATURAL!!
RELATIONSHIP ROW
You're on super conservative mailing list—THEY pay postage!!
—7 TREES
Invited to speak at a school. Tell it like it is!
—9 TREES


OPPRESSION
FREEDOM
CHALLENGE
UNITY
GAY PRIDE

The Gayme
www.thegay.me
Take a drink if you are probably going to give up on love and become a cat lady
"My cats don't judge me"

Drag Ball
A party game for 5-12 people!
TENACITY
WIT
AESTHETIC
TRICKS
LeTigre

Ideation

Qualitative Research

The following are a some examples of tabletop games that are similar in genre, material, and cooperative gameplay. These games are exemplary in regards to combining European UI functionality with American UX, and I intend to analyze the mechanics of these games for ideation and implementation:

- Munchkin
- Forbidden Island
- Mouse Trap
- Life
- Red November
- Escape: The Curse of the Temple
- Jupiter Rescue

Munchkin

Munchkin is an award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. The aspects of this game that are applicable to my visual thesis are the information being relayed through cards, the cooperative and competitive nature that simultaneously co exists, the ease of play and winning, and the modifications to one's character through random encounters and choices.

Kill the Monsters
Steal the Treasure
Stab Your Buddy
Munchkin Deluxe
Steve Jackson Games
Munchkin
Treasures
Discards
Doors
Discards

Forbidden Island

In *Forbidden Island* instead of winning by competing with other players like most games, everyone must work together to win the game. Relevant to my visual thesis is the cooperative mechanics that game employs such as a combined sense to win,a danger component, and a time component that forces people to collaborate as opposed to competing. Also relevant is the miniatures, figures, and tokens that embody great heuristic design.

The Game of Life

The Game of Life is a classic game of chance, and is easy to set up and play. Most relevant to visual thesis are the randomness that one encounters through serendipity, fortuitous, or devastatingly bad luck situations that are thrown at a character throughout one's life. Also, the buildings, game board, cards, and interactive dial facilitate a unique American UX for the players.

Red November

Red November is a cooperative game in a submarine where everything is going wrong. The sub is descending and the water pressure increasing, the nuclear reactor is overheating, fires and water leaks are everywhere, and there's a giant Kraken looming nearby. What is relevant to my visual thesis is the storyline which facilitates the players to organize, solve the problems, divide the tasks among themselves to minimize the risks, and sometimes sacrifice themselves for the common cause.

R3D N★V3MB3R

Mouse Trap

In *Mouse Trap* players at first cooperate to build a working Rube Goldberg-like mouse trap, but once the mouse trap has been built, players turn against each other attempting to trap opponents' mouse-shaped game pieces. Most relevant to the visual thesis are the 3D maker objects, the interactive elements, and the combined building that occurs between the players.

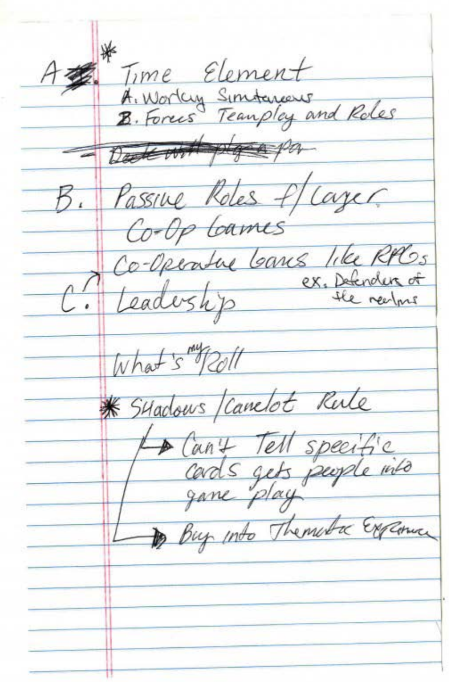
Escape: The Curse of the Temple

Escape: The Curse of the Temple is a cooperative game in which players must escape (yes...) from a temple (yes...) which is cursed (yes...) before the temple collapses and kills one or more explorers, thereby causing everyone to lose. Relevant to the visual thesis is the board-building aspect as the players go, as well as the randomness of rolling dice simultaneously with other players to cooperate.

Jupiter Rescue

Jupiter Rescue is a co-operative strategy game in which players work together to escort 28 colonists to an escape pod before they're converted into aliens. Most relevant to the visual thesis is that each turn, players may move themselves, move nearby colonists, or kill aliens, enabling the players to work together for the greater good, or towards a positive task result.

Mind Map & Notes

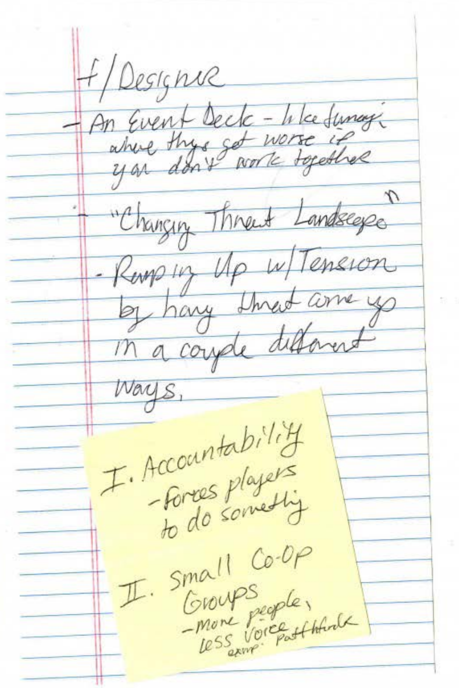


A ~~I~~. * Time Element
  A. Working Simtaneous
  B. Forces Teamplay and Roles
- ~~[illegible]~~

B. Passive Roles f/Layer.
  Co-Op Games
  Co-Operative Games like RPGs
C. Leadership ex. Defenders of the realms

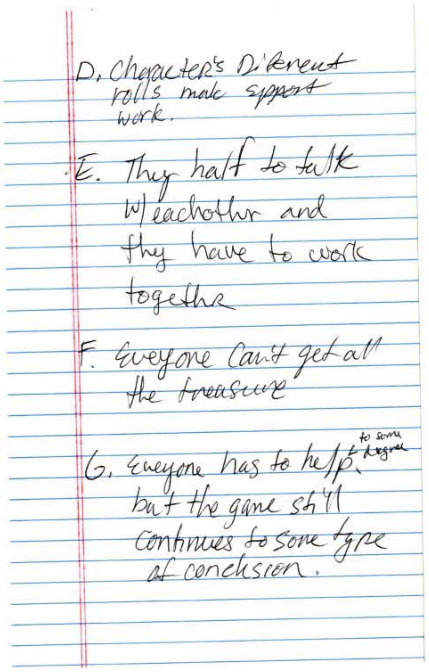
What's my Roll

* Shadows /Camelot Rule
  → Can't Tell specific cards gets people into game play
  → Buy into Thematic Experience



f/Designer
- An Event Deck - like Tsunagi where things get worse if you don't work together
- "Changing Threat Landscape"
- Ramping Up w/Tension by having threat come up in a couple different ways.

I. Accountability
  -Forces players to do something
II. Small Co-Op Groups
  -More people, less voice
  exmp. Pathfinder

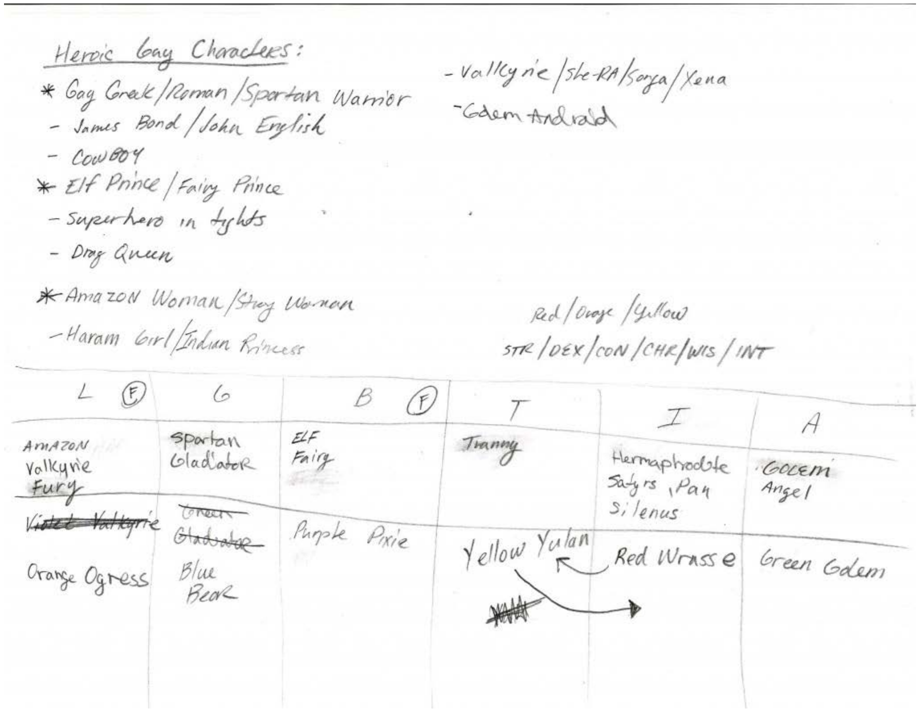


D. Character's Different rolls make support work.

E. They half to talk w/eachother and they have to work togethr

F. Everyone Can't get all the treasure

G. Everyone has to help, to some degree but the game still continues to some type of conclusion.



Heroic Gay Characters:

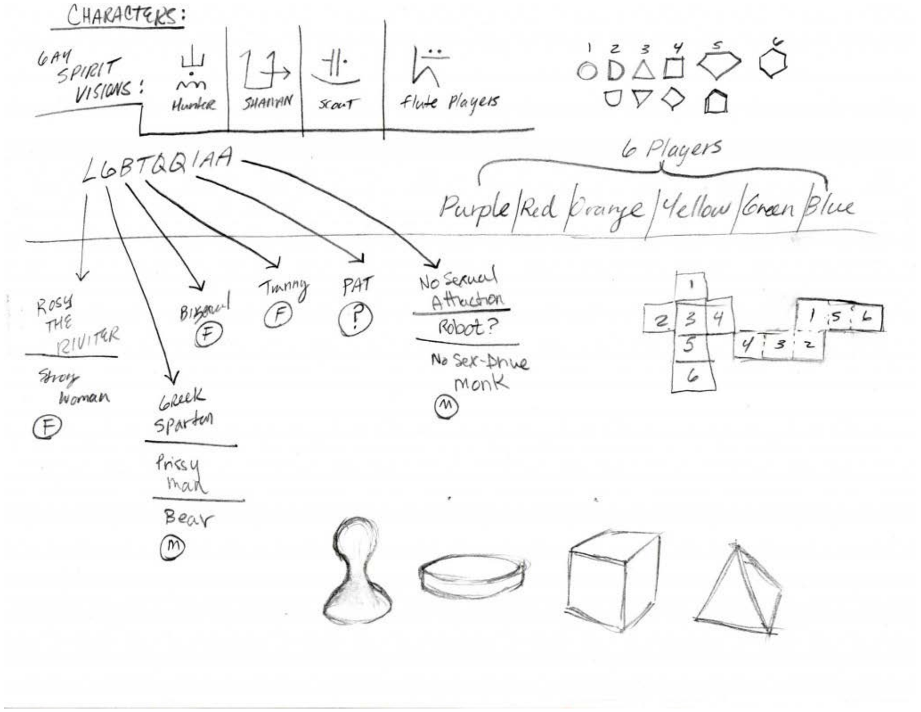
- * Gay Greek/Roman/Spartan Warrior
- James Bond/John English
- COWBOY
- * Elf Prince/Fairy Prince
- Superhero in tights
- Drag Queen
- * Amazon Woman/Strong Woman
- Haram Girl/Indian Princess

- Valkyrie/She-RA/Sonja/Xena
- Golem Android

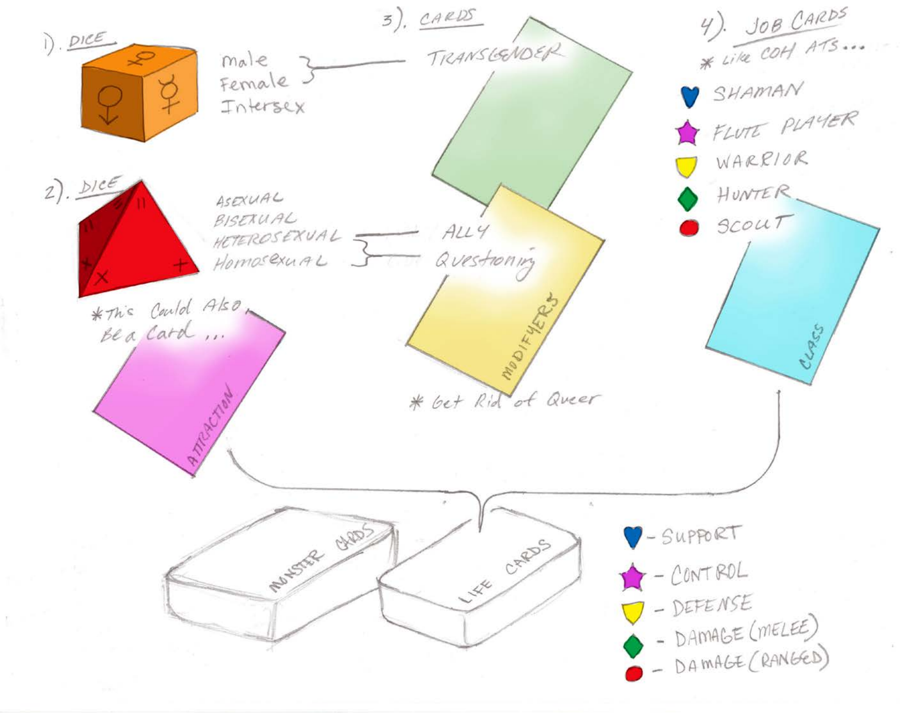
Red/Orange/Yellow

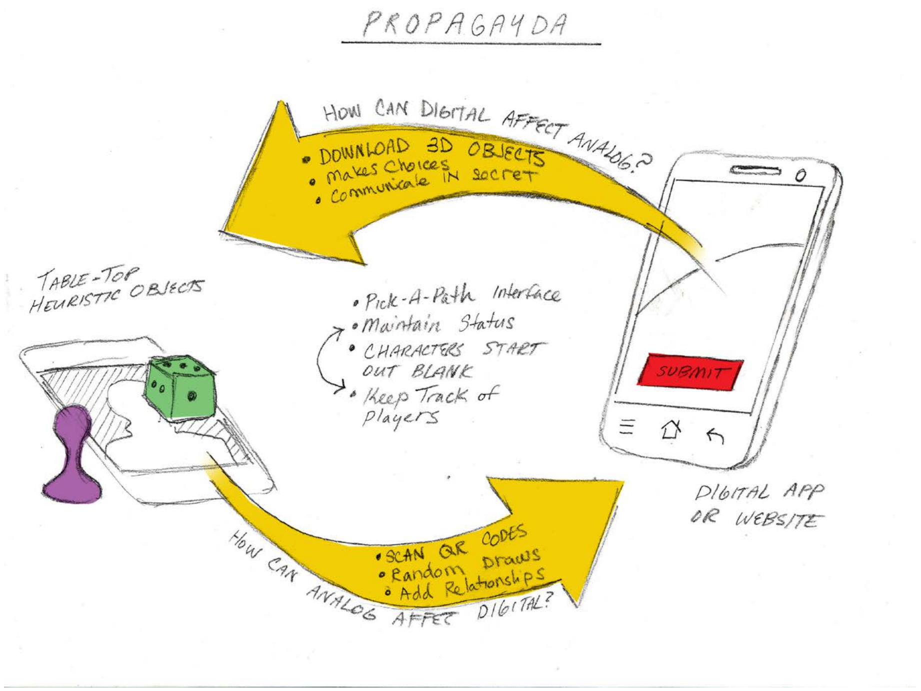
STR/DEX/CON/CHR/WIS/INT

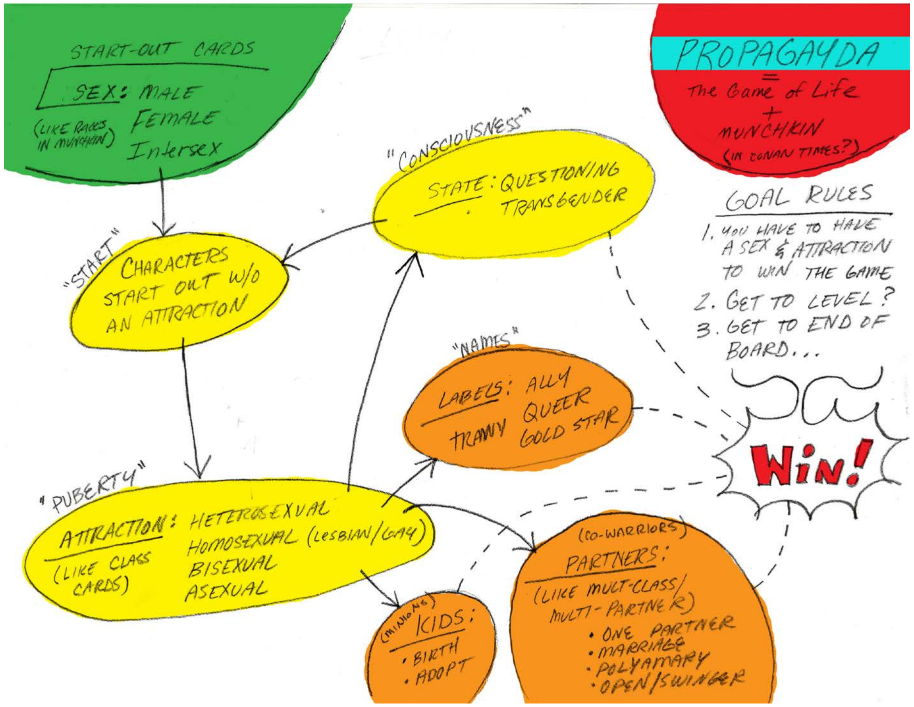
L Ⓕ	G	B Ⓕ	T	I	A
AMAZON Valkyrie Fury	Spartan Gladiator	ELF Fairy	Tranny	Hermaphrodite Satyrs, Pan Silenus	GOLEM Angel
~~Violet Valkyrie~~ Orange Ogress	~~Green Gladiator~~ Blue Bear	Purple Pixie	Yellow Yulan	Red Wrasse	Green Golem

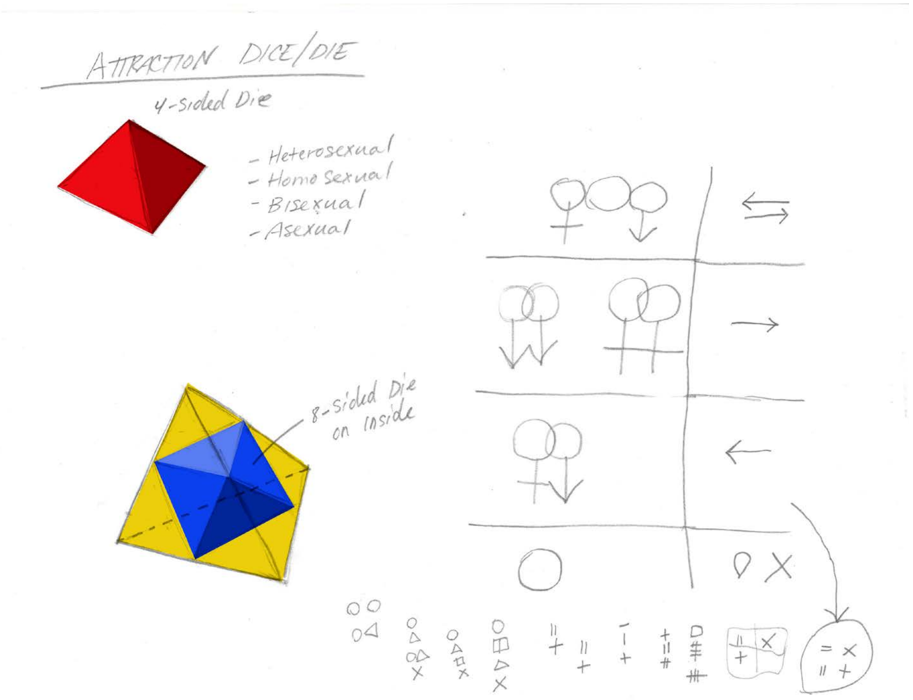

CHARACTERS:
GAY SPIRIT VISIONS:
Hunter
SHAMAN
SCOUT
Flute Players
1 2 3 4 5 6
6 Players
Purple | Red | Orange | Yellow | Green | Blue
LGBTQQIAA
ROSY THE RIVITER
Strong Woman
Ⓕ
GREEK Spartan
Prissy man
Bear
Ⓜ
Bisexual
Ⓕ
Tranny
Ⓕ
PAT
?
No Sexual Attraction
Robot?
No Sex-Drive monk
Ⓜ
1
2 3 4
5
6
1 5 6
4 3 2

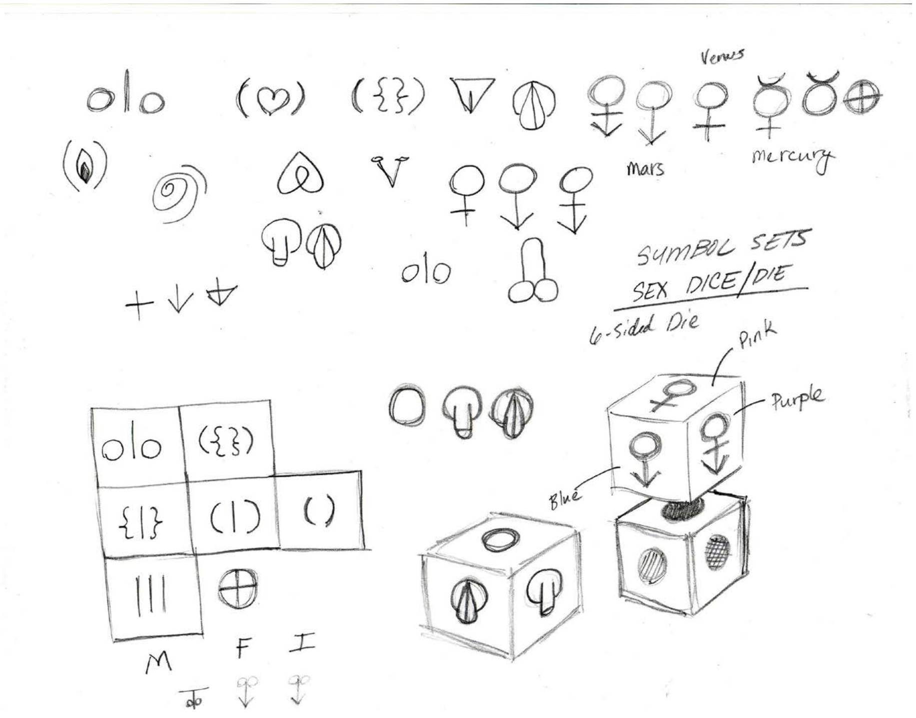
Brainstorming

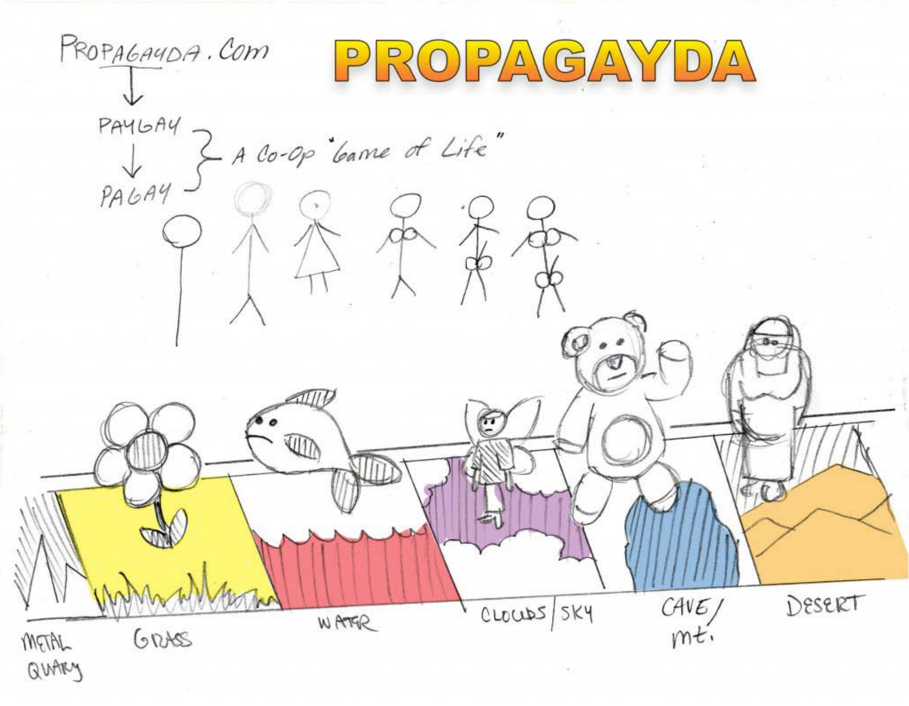

1). DICE
male
Female
Intersex
2). DICE
ASEXUAL
BISEXUAL
HETEROSEXUAL
Homosexual
*This Could Also, Be a Card ...
ATTRACTION
3). CARDS
TRANSGENDER
ALLY
Questioning
MODIFYERS
* Get Rid of Queer
4). JOB CARDS
* Like COH ATS...
SHAMAN
FLUTE PLAYER
WARRIOR
HUNTER
SCOUT
CLASS
MONSTER CARDS
LIFE CARDS
- SUPPORT
- CONTROL
- DEFENSE
- DAMAGE (MELEE)
- DAMAGE (RANGED)


PROPAGAYDA
HOW CAN DIGITAL AFFECT ANALOG?
• DOWNLOAD 3D OBJECTS
• Makes Choices
• Communicate IN secret
TABLE-TOP HEURISTIC OBJECTS
• Pick-A-Path Interface
• Maintain Status
• CHARACTERS START OUT BLANK
• Keep Track of Players
SUBMIT
DIGITAL APP OR WEBSITE
• SCAN QR CODES
• Random Draws
• Add Relationships
HOW CAN ANALOG AFFECT DIGITAL?

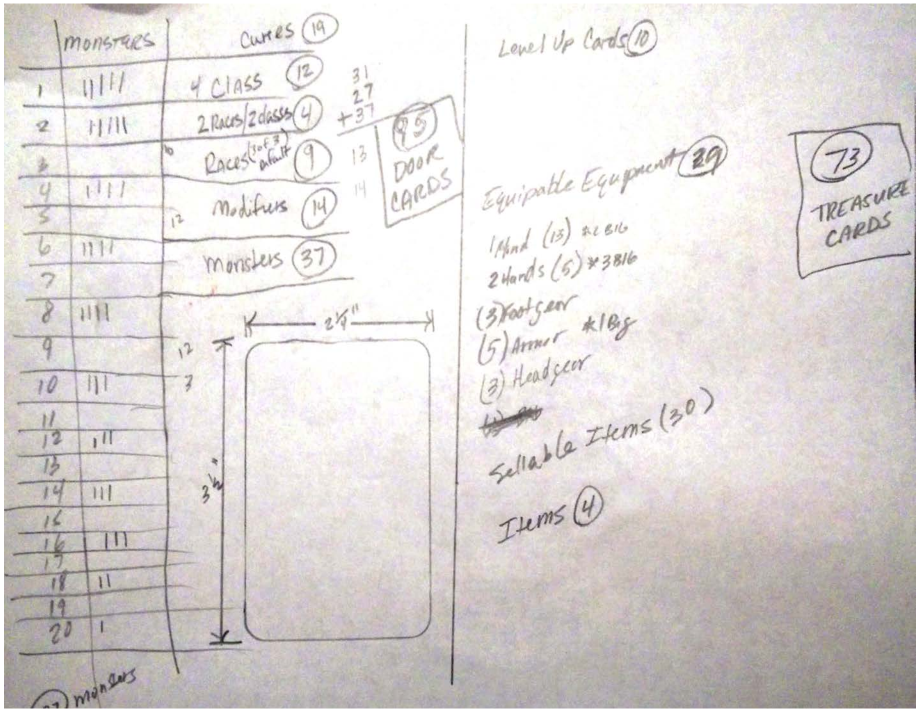

START-OUT CARDS
SEX: MALE
FEMALE
Intersex
(LIKE RACES IN MUNCHKIN)
PROPAGAYDA
=
The Game of Life
+
MUNCHKIN
(IN CONAN TIMES?)
"CONSCIOUSNESS"
STATE: QUESTIONING
TRANSGENDER
"START"
CHARACTERS START OUT w/o AN ATTRACTION
GOAL RULES
1. YOU HAVE TO HAVE A SEX & ATTRACTION TO WIN THE GAME
2. GET TO LEVEL ?
3. GET TO END OF BOARD...
"NAMES"
LABELS: ALLY
TRANNY QUEER
GOLD STAR
WIN!
"PUBERTY"
ATTRACTION: HETEROSEXUAL
HOMOSEXUAL (LESBIAN/GAY)
BISEXUAL
ASEXUAL
(LIKE CLASS CARDS)
(MINIONS)
KIDS:
• BIRTH
• ADOPT
(CO-WARRIORS)
PARTNERS:
(LIKE MULT-CLASS/ MULTI-PARTNER)
• ONE PARTNER
• MARRIAGE
• POLYAMARY
• OPEN/SWINGER

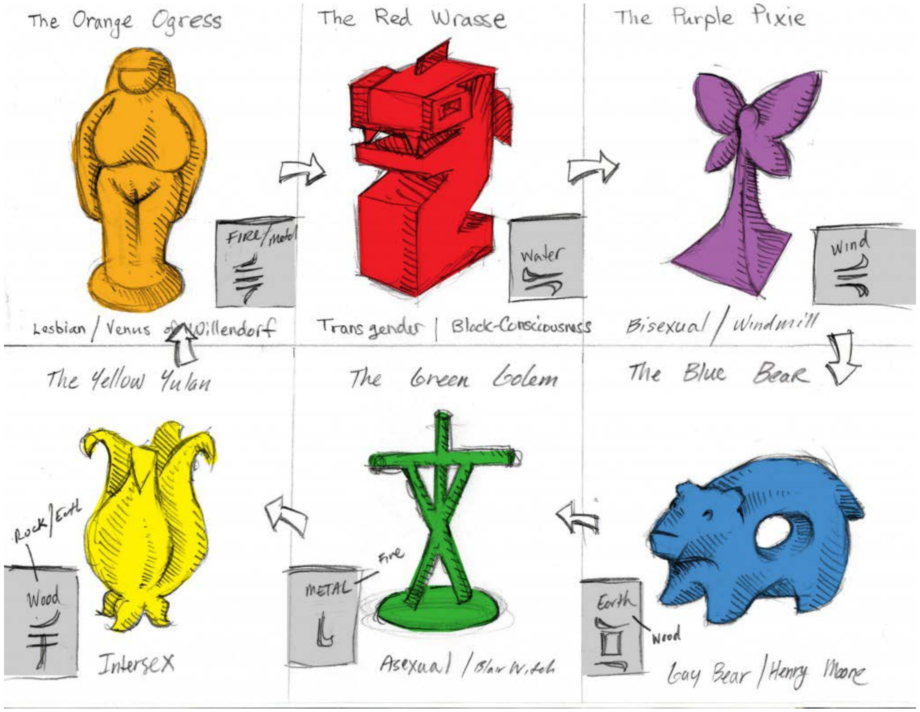

ATTRACTION DICE/DIE
4-Sided Die
- Heterosexual
- Homo Sexual
- Bisexual
- Asexual
8-Sided Die on Inside


Venus
mars
mercury
SYMBOL SETS
SEX DICE/DIE
6-Sided Die
Pink
Purple
Blue
M
F
I


PROPAGAYDA.Com
PROPAGAYDA
PAYGAY
PAGAY
A Co-Op "Game of Life"
METAL QUARY
GRASS
WATER
CLOUDS/SKY
CAVE/ mt.
DESERT

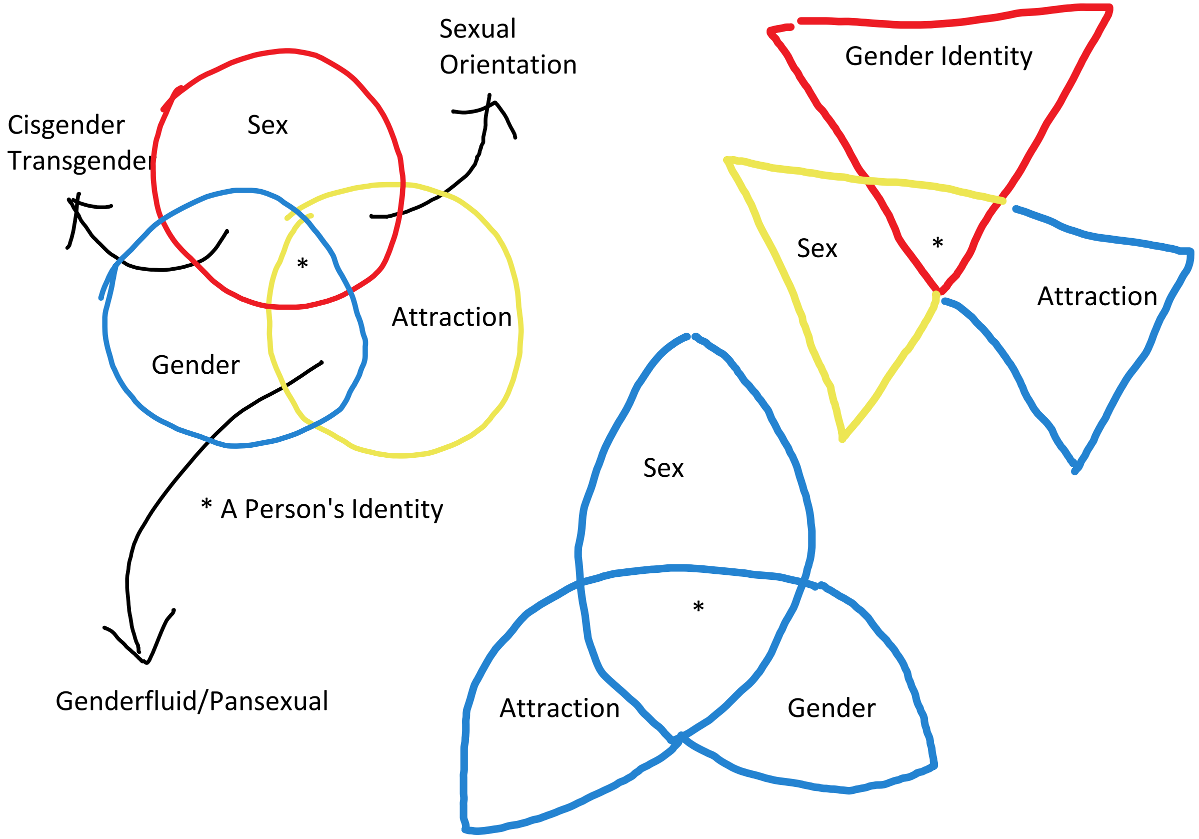
Ideation & OneNote Sketches


monsters
1 ||||
2 |||||
4 ||||
6 ||||
8 ||||
10 |||
12 |||
14 |||
16 |||
18 ||
20 |
Curses (19)
4 Class (12)
2 Races/2 classes (4)
Races (1 of 3 default) (9)
Modifiers (14)
monsters (37)
31
27
+37
13
14
(95) DOOR CARDS
2 1/4"
3 1/2"
Level Up Cards (10)
Equipable Equipment (29)
1 Hand (13) *2 BIG
2 Hands (5) *3 BIG
(3) Footgear
(5) Armor *1 Big
(3) Headgear
Sellable Items (30)
Items (4)
(73) TREASURE CARDS
monsters


The Orange Ogress
FIRE/metal
Lesbian / Venus of Willendorf
The Red Wrasse
Water
Transgender | Black-Consciousness
The Purple Pixie
Wind
Bisexual / Windmill
The Yellow Yulan
Rock/Earth
Wood
Intersex
The Green Golem
METAL
Fire
Asexual / Blair Witch
The Blue Bear
Earth
Wood
Gay Bear / Henry Moore

Propagayda

Wednesday, July 8, 2015 11:03 PM


Sexual Orientation
Cisgender
Transgender
Sex
*
Gender
Attraction
* A Person's Identity
Genderfluid/Pansexual
Gender Identity
Sex
*
Attraction
Sex
*
Attraction
Gender

Game Mechanics

Wednesday, July 8, 2015 10:51 PM

- **Win Mechanic** - Players cooperate to survive 10 moons, 10 years, 10 passes of life? Possibly include 10 requirements for each moon or cycle that a person needs to fill? I thought would be a partner I track in a totem attractor a child.
- **Totem Mechanic** - Include the mechanic from Forbidden Island to where you have to get for matching cards to get a totem?
- All the curse cards are actually Hazzard part that affect everyone like Blizzard, flood, Stampede, volcano, etcetera.
- Everyone everyone has to combine efforts to defeat monsters?

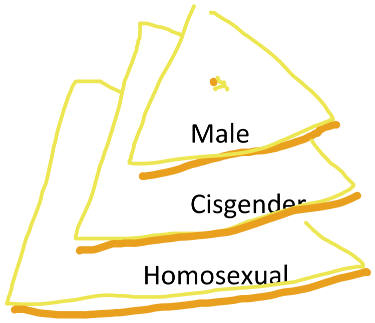
Asexual is not included above by very definition at http://www.asexuality.org/

Questioning is not included because it's transitional.

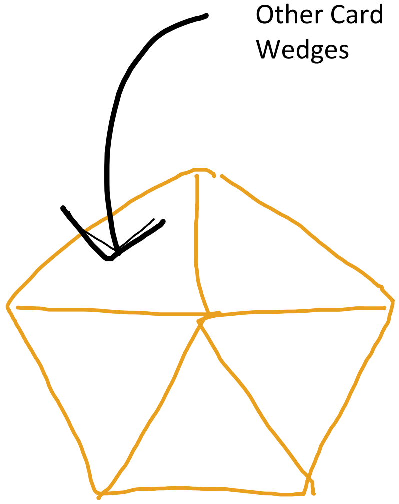
Pansexual is not included because it spans two categories.

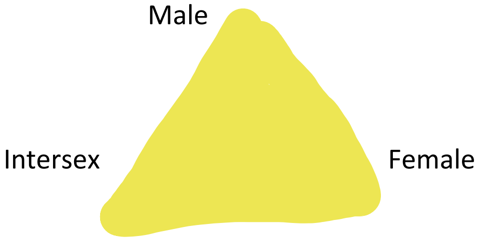
Game Cards

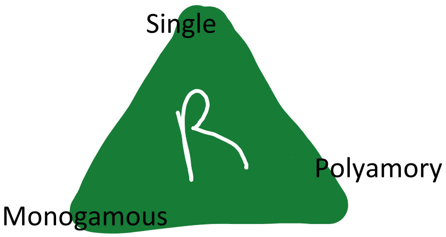
Sunday, July 19, 2015 9:45 PM

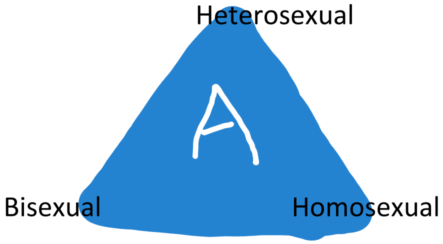

Male
Cisgender
Homosexual

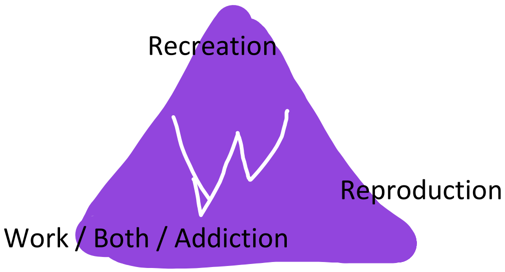
1. Sex (starts with 1 point)
2. Identify with a Gender
3. Develop an Attraction
4. Form a Relationship(s)
5. Develop a Tribal Class
6. Survive 5 Others Cards?
7. Survive X Years?

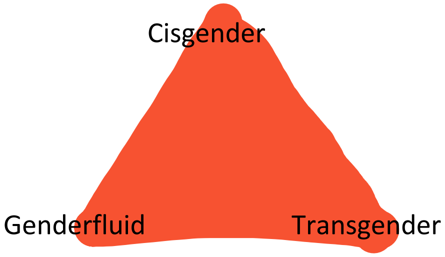

Other Card Wedges


Male
Intersex
Female

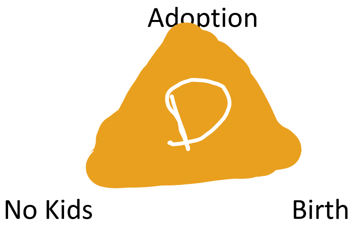

Single
R
Polyamory
Monogamous


Heterosexual
A
Bisexual
Homosexual


Recreation
W
Reproduction
Work / Both / Addiction


Cisgender
Genderfluid
Transgender

27 Possible Combinations


Adoption
D
No Kids
Birth

Prototype Exploration

I'm exploring various tabletop game configurations that utilizes figurines, dice, cards, and possibly a board. These can be eliminated or incorporated going forward since the next phase will just be pursuing an option and refining a design. Testing the first paper prototype of this game will require the following to develop gameplay mechanics, timing, rules, and playability:

Propagayda Logo

I have examined the following public typefaces as a basis for my logo/wordmark:

- akaPotsley by akaType
- Crom by Rook543
- Globus +1 by Typographer Mediengestaltung
- Metamorphous by Typeco
- Ringbearer by thehutt
- Uncial Antiqua by Astigmatic One Eye Typographic Institute
- Viking by Typographer Mediengestaltung

PROPAGAYDA

PROPAGAYDA

PROPAGAYDA

Propagayda
PROPAGAYDA

Propagayda
PROPAGAYDA

PROPAGAYDA

PROPAGAYDA

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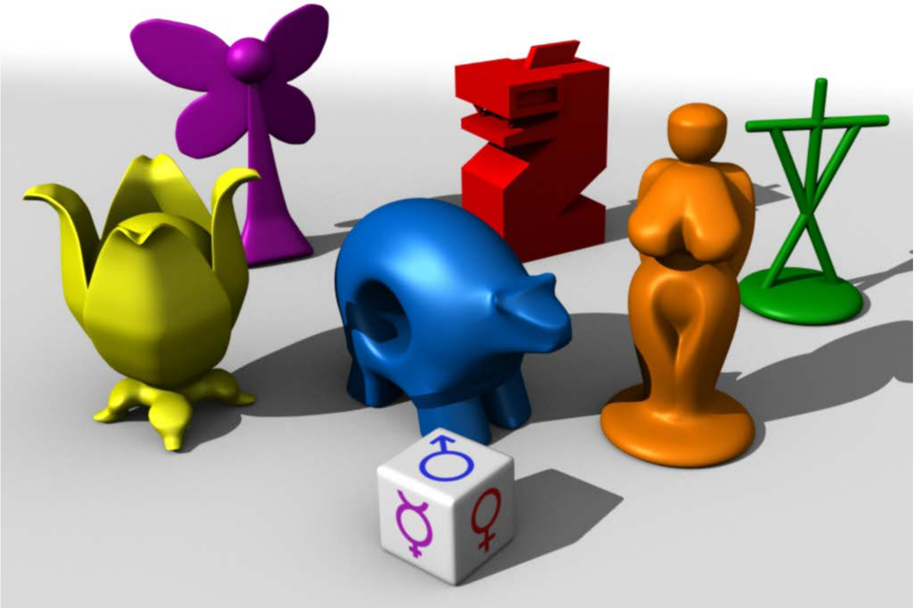
PROPAGAYDA

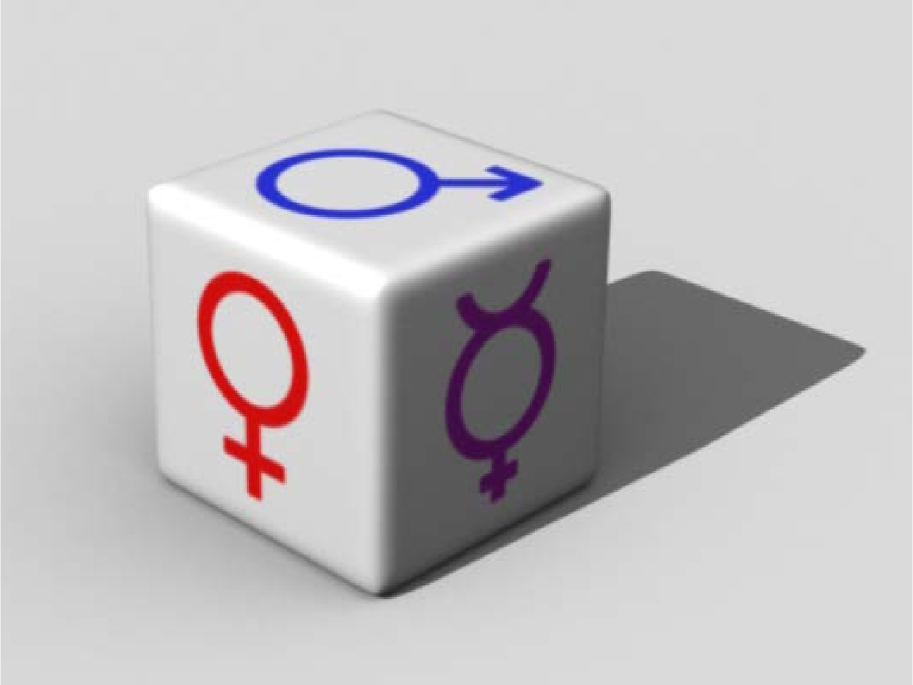
PROPAGAYDA

Propagayda
PROPAGAYDA

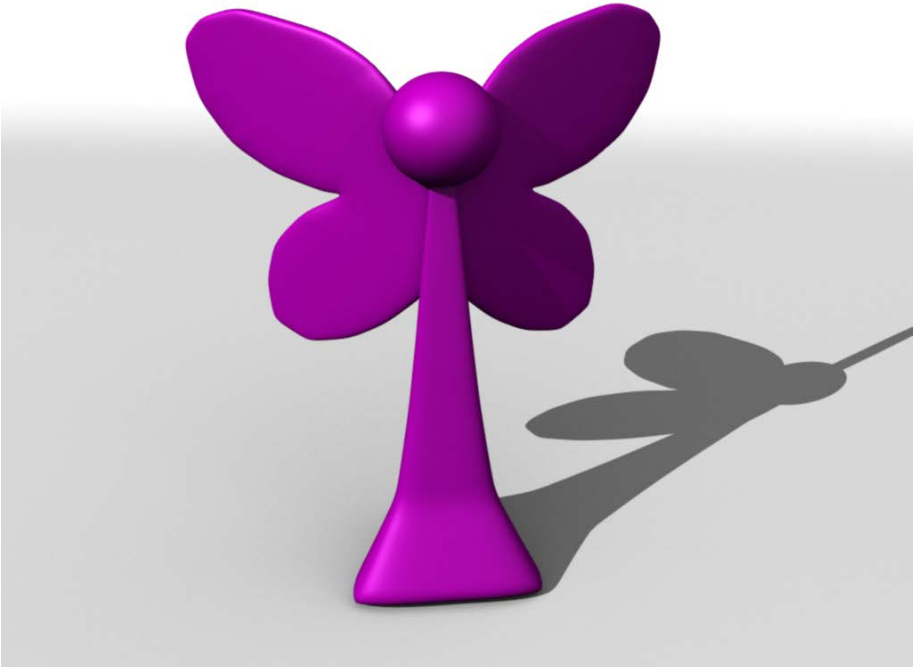
3D Maker Pieces



Sex Dice

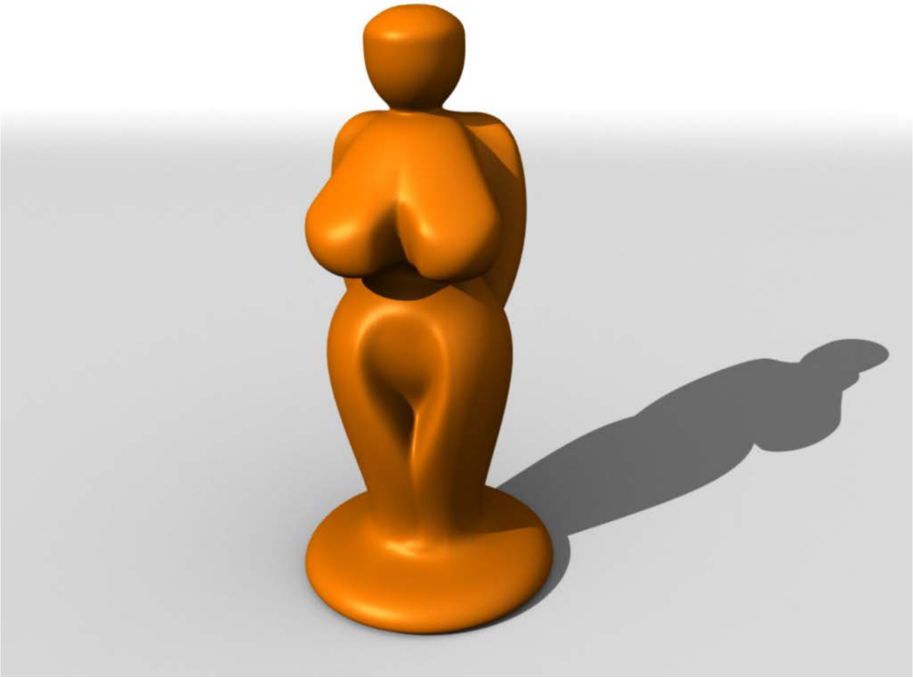


The Purple Pixie

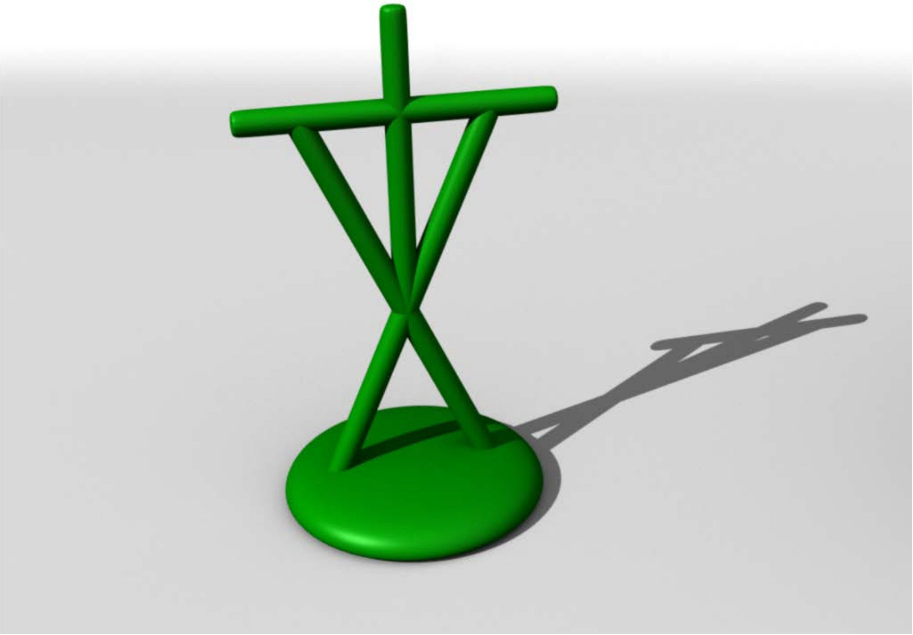


The Blue Bear

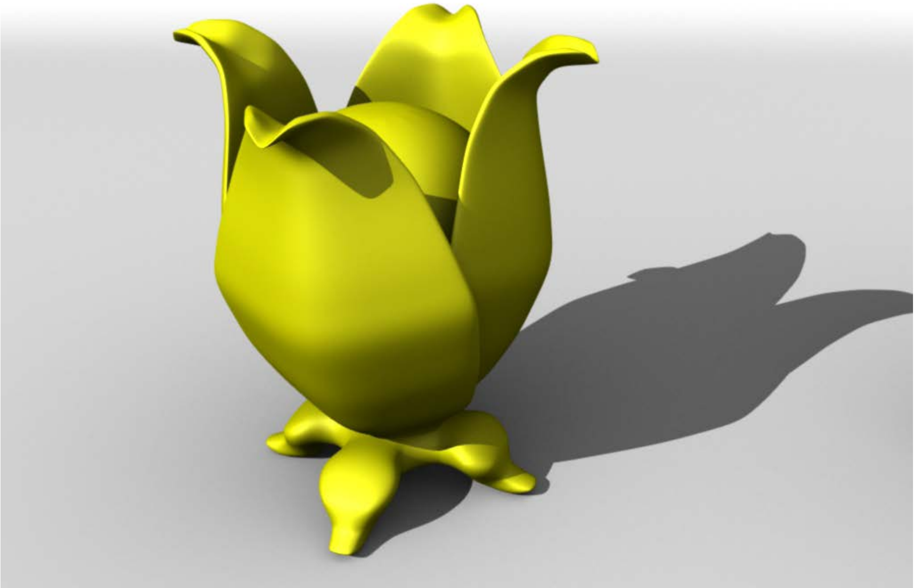
The Orange Ogress



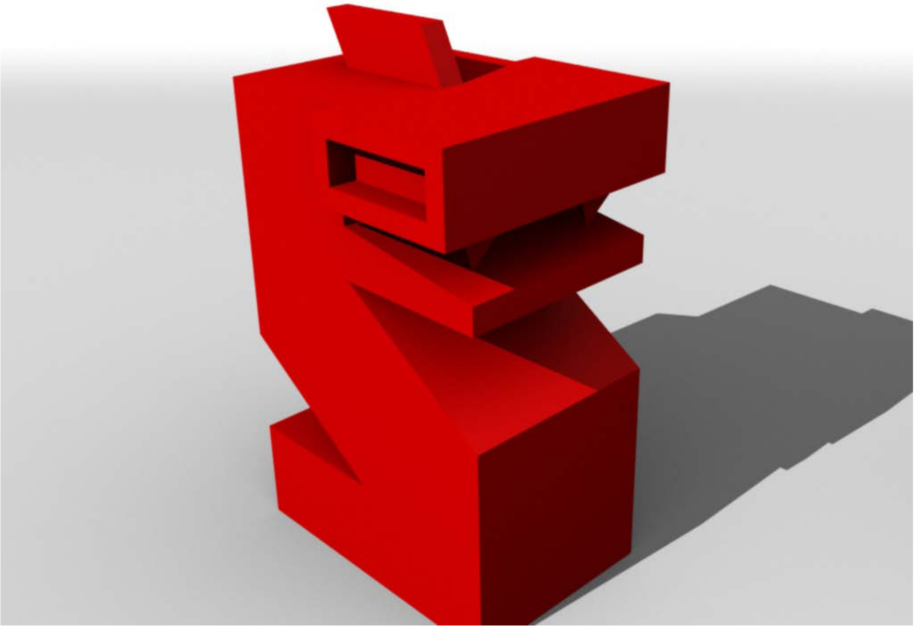
The Green Golem

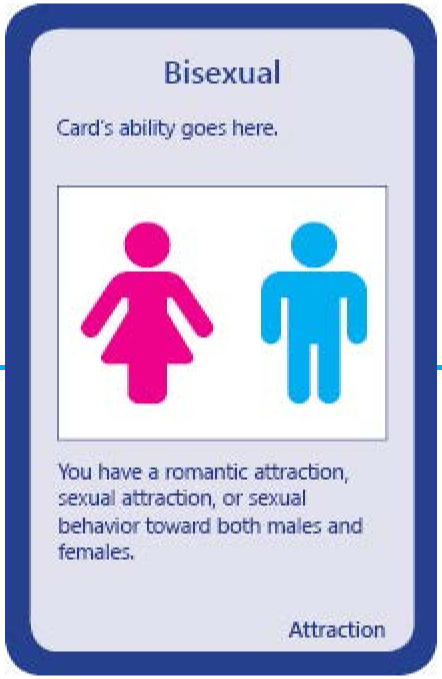


The Yellow Yulon



The Red Wrasse





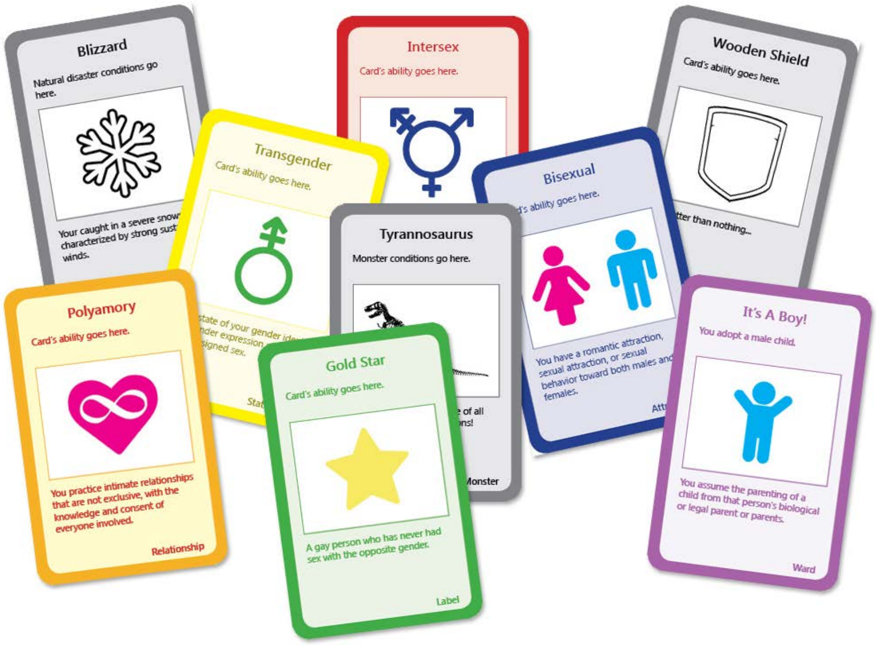
Bisexual

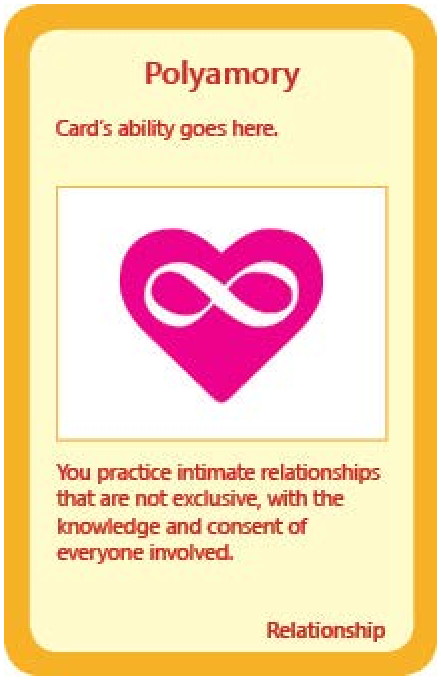
Card's ability goes here.

You have a romantic attraction, sexual attraction, or sexual behavior toward both males and females.

Attraction

Game Cards


Blizzard
Intersex
Wooden Shield
Transgender
Bisexual
Tyrannosaurus
Polyamory
Gold Star
It's A Boy!

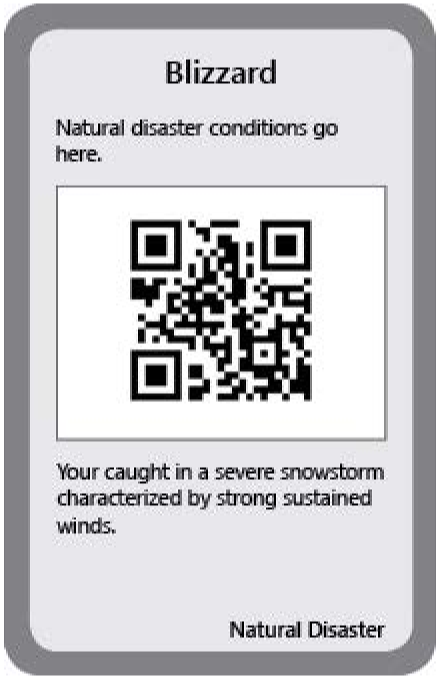


Polyamory

Card's ability goes here.

You practice intimate relationships that are not exclusive, with the knowledge and consent of everyone involved.

Relationship



Blizzard

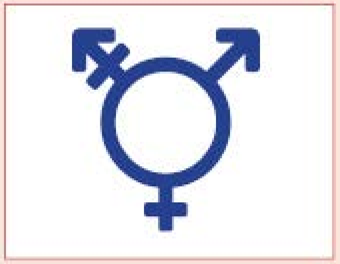
Natural disaster conditions go here.

Your caught in a severe snowstorm characterized by strong sustained winds.

Natural Disaster

Intersex

Card's ability goes here.



You have a variation in sex characteristics that do not allow you to be distinctly identified as male or female.

Sex

Gold Star

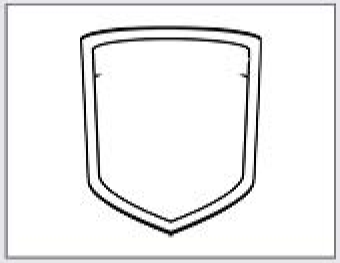
Card's ability goes here.

A gay person who has never had sex with the opposite gender.

Label

Wooden Shield

Card's ability goes here.

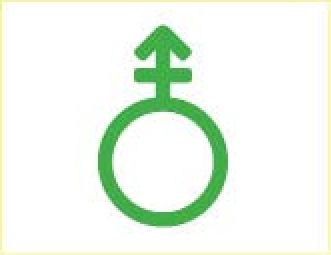


It's better than nothing...

Item

Transgender

Card's ability goes here.



The state of your gender identity or gender expression not matching you assigned sex.

State of Being

It's A Boy!

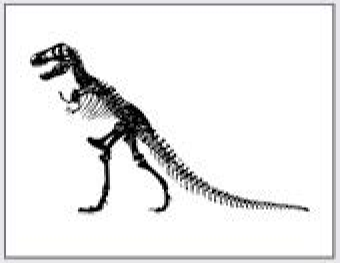
You adopt a male child.

You assume the parenting of a child from that person's biological or legal parent or parents.

Ward

Tyrannosaurus

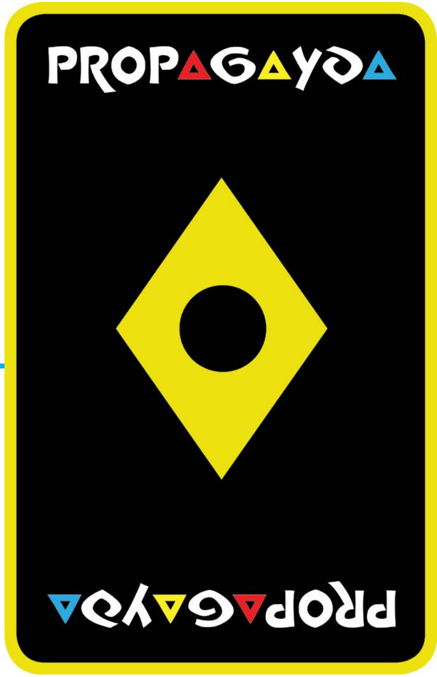
Monster conditions go here.

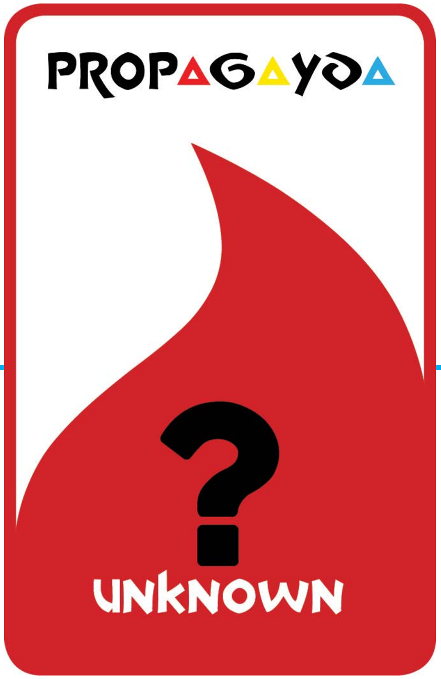


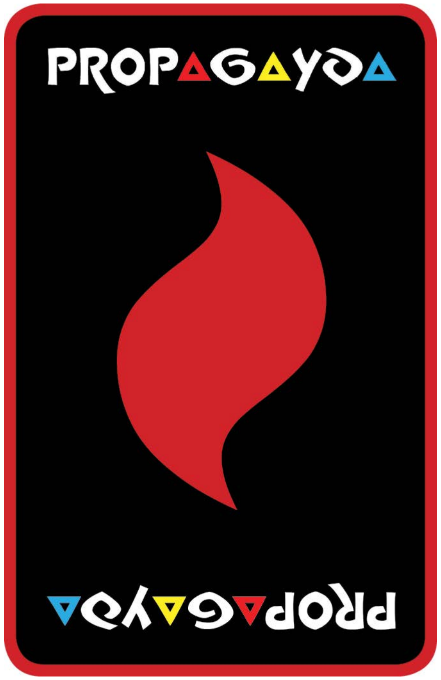
The largest land carnivore of all time, space, and dimensions!

Monster

Game Cards Backs


PROPAGAYDA
PROPAGAYDA


PROPAGAYDA
UNKNOWN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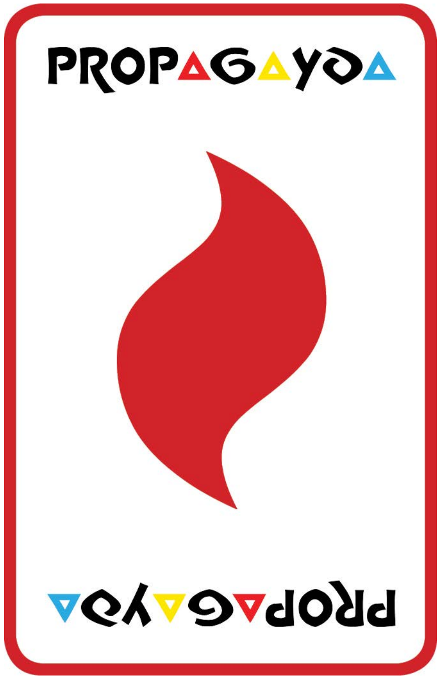
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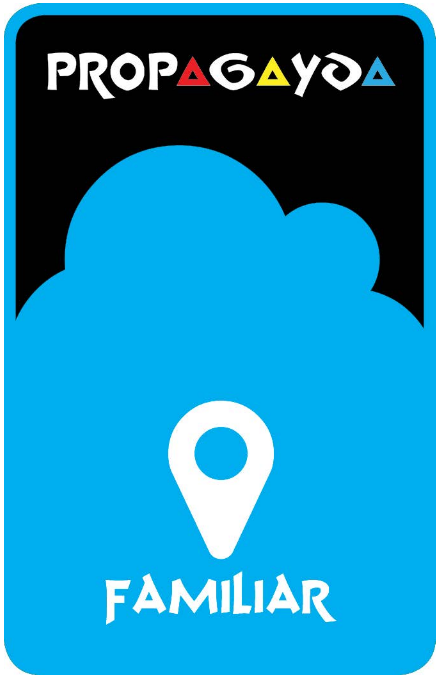
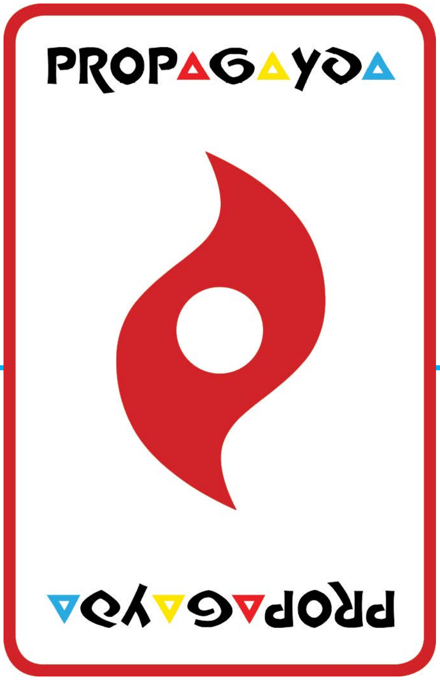

PROPAGAYDA
FAMILIAR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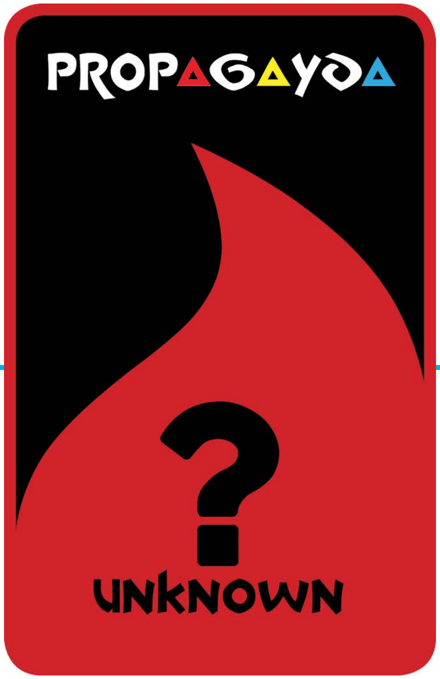
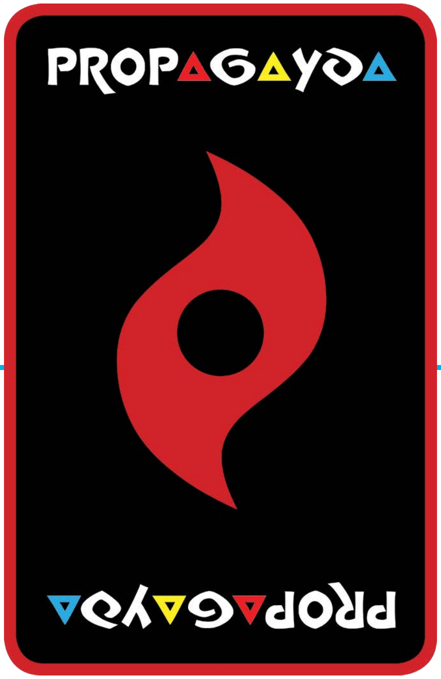
PROPAGAYDA


PROPAGAYDA
UNKNOWN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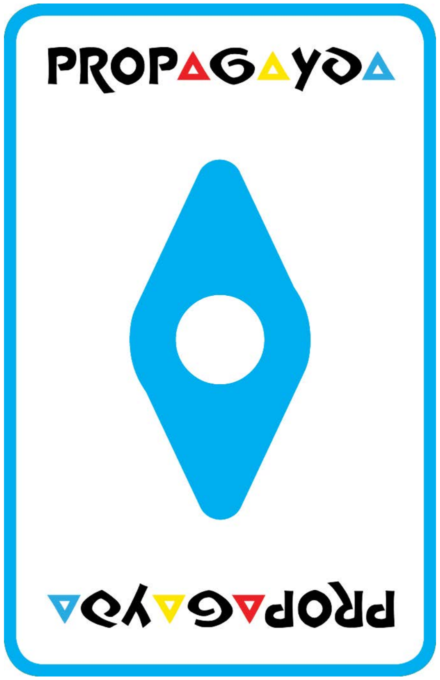
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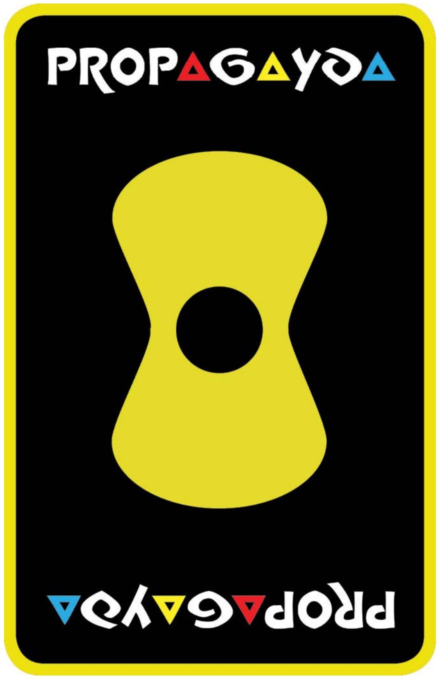
PROPAGAYDA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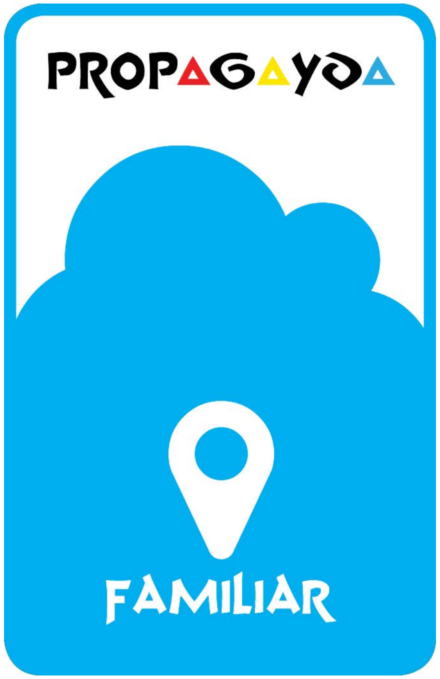
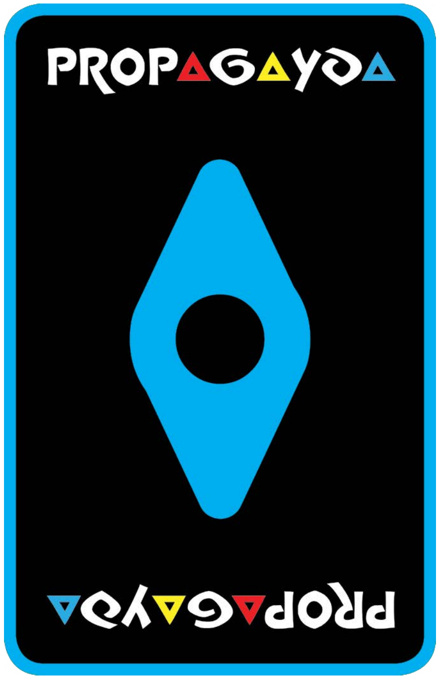
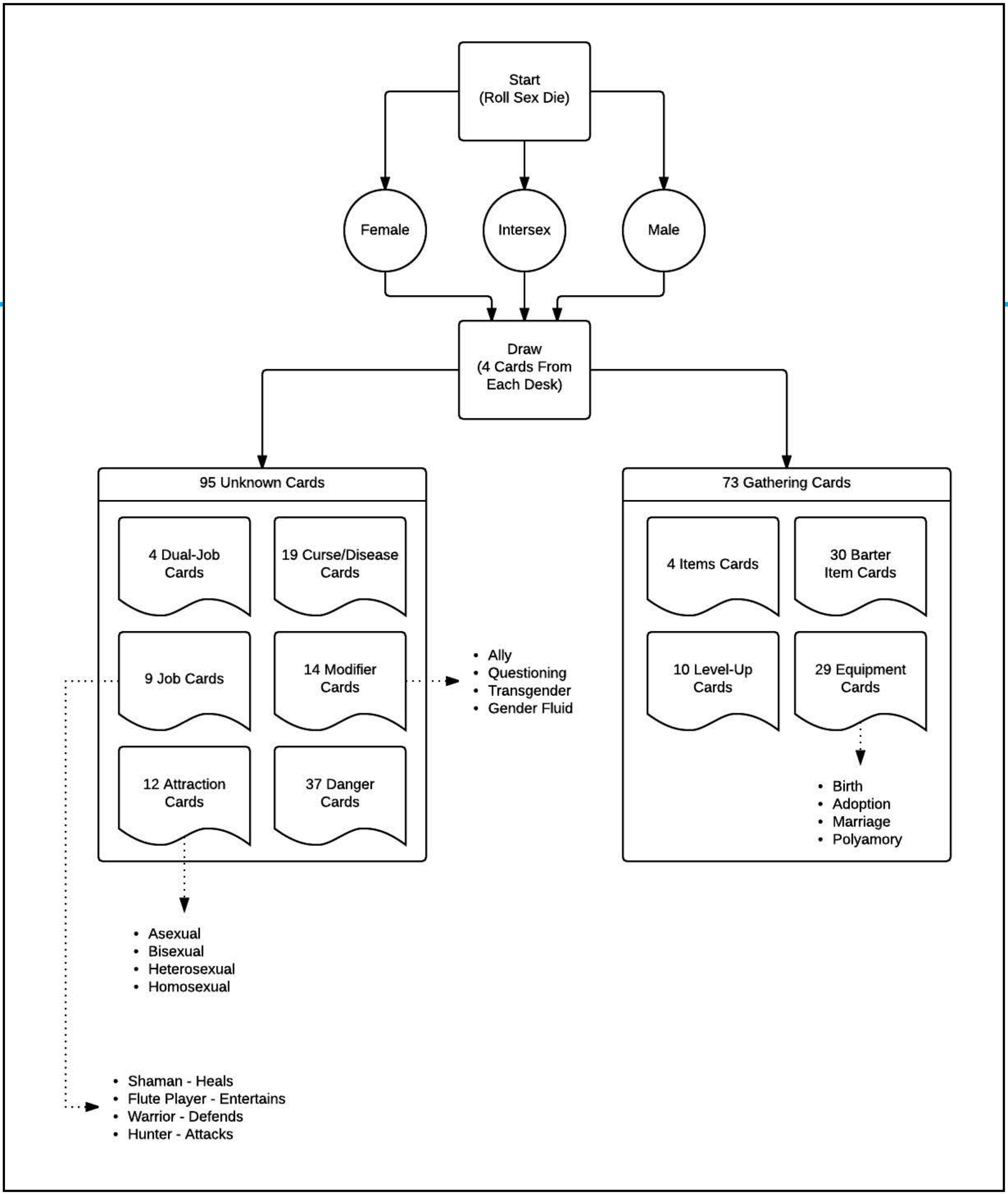

PROPAGAYDA
FAMILIAR


PROPAGAYDA
PROPAGAYDA

Starting Gameplay


Start
(Roll Sex Die)
Female
Intersex
Male
Draw
(4 Cards From Each Desk)
95 Unknown Cards
4 Dual-Job Cards
19 Curse/Disease Cards
9 Job Cards
14 Modifier Cards
12 Attraction Cards
37 Danger Cards
73 Gathering Cards
4 Items Cards
30 Barter Item Cards
10 Level-Up Cards
29 Equipment Cards
• Ally
• Questioning
• Transgender
• Gender Fluid
• Birth
• Adoption
• Marriage
• Polyamory
• Asexual
• Bisexual
• Heterosexual
• Homosexual
• Shaman - Heals
• Flute Player - Entertains
• Warrior - Defends
• Hunter - Attacks

Potential Deliverables

- A Tabletop Game
- An Exhibition Website
- An Application/Web Application

Tabletop Game

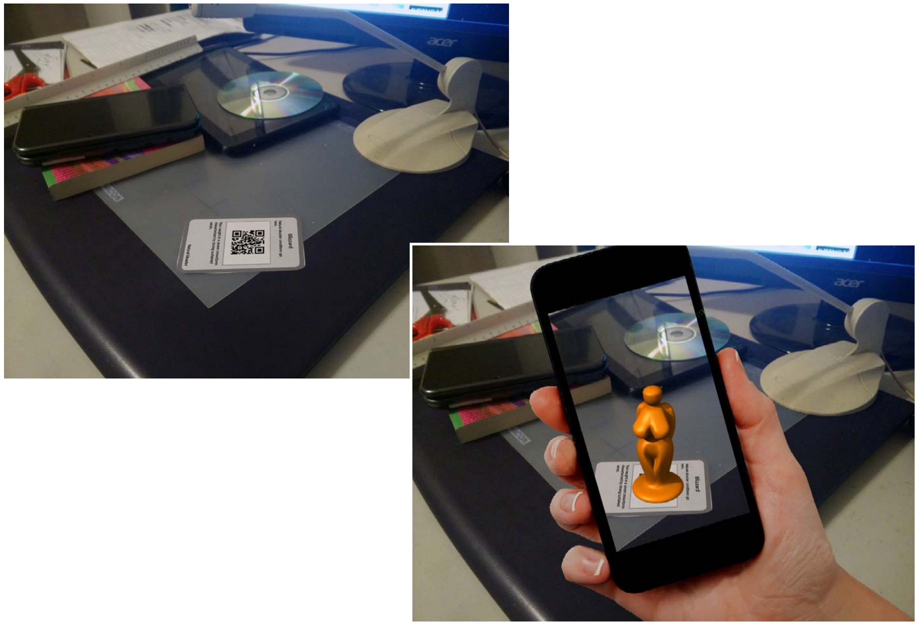
I should be able to prove my thesis by starting with the paper gameplay mechanics as *Munchkin* and *The Game of Life* — cards for the majority of development, randomness, and conflict — and combining the cooperative gaming aspects of *Forbidden Island* and *Red November* (dice, tokens, and 3D maker objects) with a dedicated application/web application (tracking statistics, scanning Quick Response [QR] codes, augmented reality [AR]).

The Website

The website will be an exhibition of my visual and written Master of Fine Arts in Graphic Design thesis for the Savannah College of Art and Design. The website — a responsive, HTML5, CSS3, and search engine-optimized experience — will be an advertisement for the game, which will be available free to download and print/3D-print by anyone wanting to use the game to advance acceptance, connectedness, and understanding of LGBTQIA people.

Web Application

The game will either make use of QR codes – a type of two-dimensional barcode – to connect the analog game objects to digital data and hyperlink media, a custom application that makes use of AR for digital sculptural elements to analog game objects, or will allow 3D maker pieces to be downloaded for printing from the website.



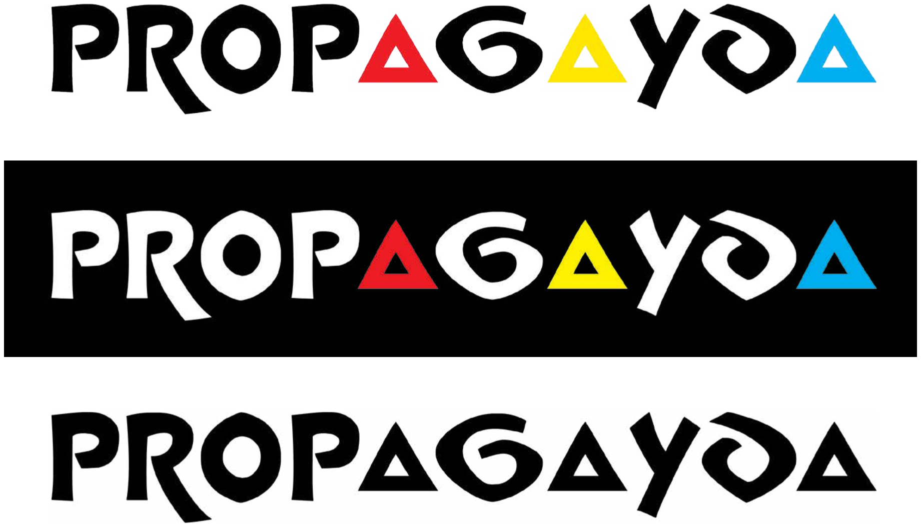
Rough Compositions

Game

In Propagayda 2 to 6 players work together to survive, support each other, and help one another to win. Each player is on their own individual path of self-discovery by growing, cultivating relationships, surviving horrendous monsters, and enduring the unknown. If one player makes in to level 10 everybody wins; however, it is entirely possible that everybody will fail.

Propagayda Logo

My research in sans serif tabletop typography has lead me to use the Crom typeface as a point of departure, and customize the logo in regards to letters ‘a’, customizing them as triangles to reference the character sheet mechanic.



Types of Cards

I will need to design templates for the following types of cards:

Red Unknown Cards (back)

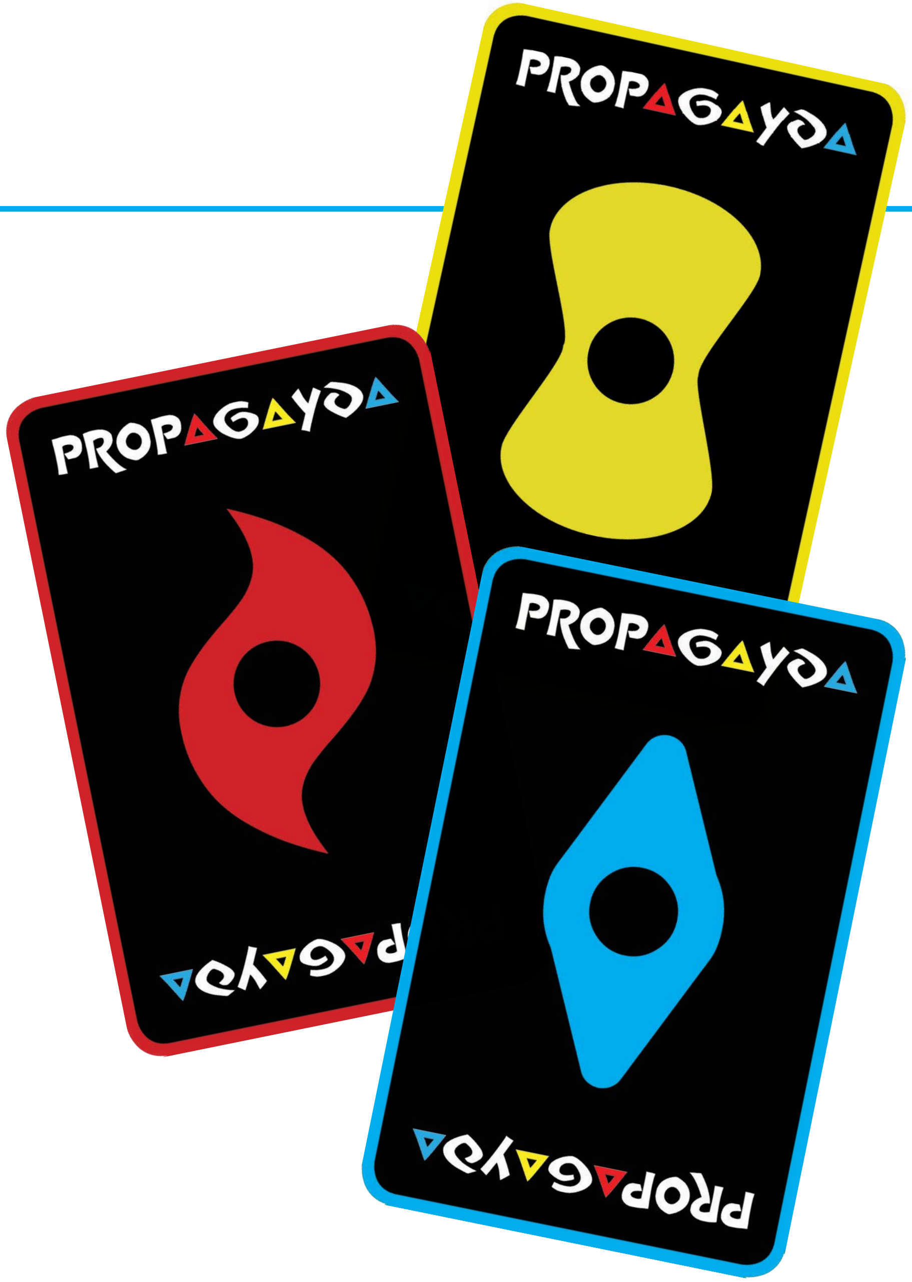
- Monster Cards (37)
- Curse/Disaster Cards (19)
- Class/Attraction Cards (12)

Blue Explore Card (back)

- Equipment/Companion & Children Cards (39)
- Combat Item Cards (16)

Yellow Time Card (back)

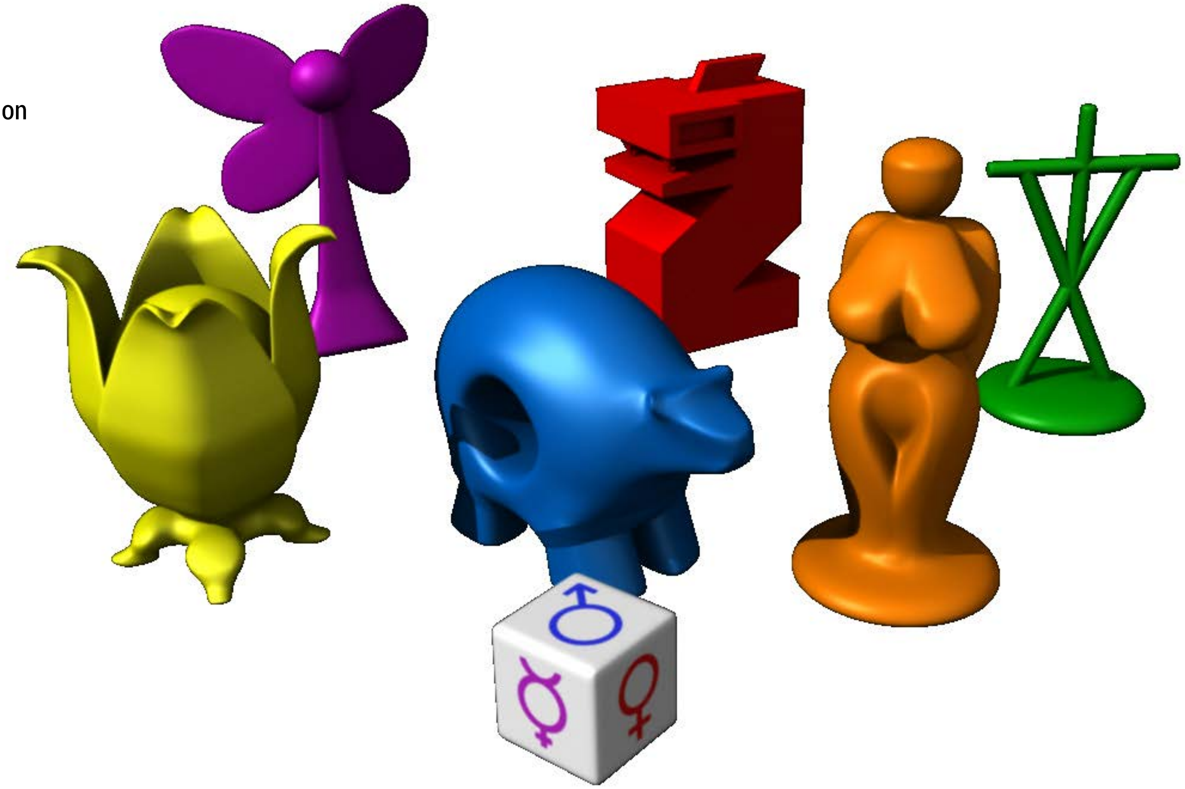
- Level Up Cards (10)
- Race/Tribal Class Cards (9)
- Any Time Cards (8)
- Dualities (4)
- During Combat/Gender Cards (14)


PROPAGAYDA
PROPAGAYDA
PROPAGAYDA
PROPAGAYDA
PROPAGAYDA

3D Objects

A player gains a their corresponding totem if they gain a Tribal Class, survive a Monster, and survive a Curse. There are only six standard totems, and totems can't be shared. The corresponding totems are:

The Purple Pixie - Totem of Bisexual Attraction
The Blue Bear - Totem of Male Homosexual Attraction
The Orange Ogress - Totem of Female Homosexual Attraction
The Green Golem - Totem of No Attraction
The Yellow Yulon - Totem of Intersex Sex
The Red Wrasse - Totem of Transgender Gender Identity



Gameplay & Rules

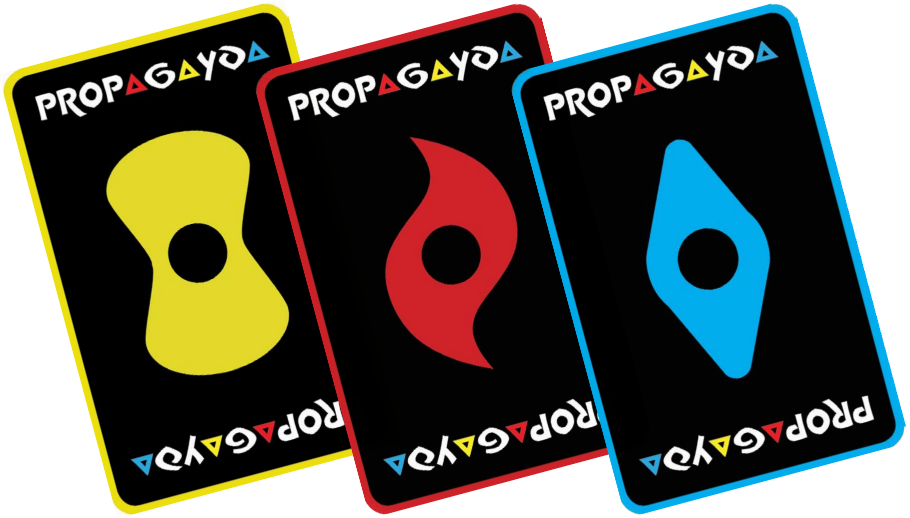
Everyone starts the game using the sex dice, and automatically gains one point for rolling their sex. Players work together to get an individual player 10 points.

- Sex (start with 1 point)
- Identify with a Gender (1 point)
- Develop an Attraction (1 point)
- Form a Relationship(s) (1 point per/relationship)
- Become a Tribal Class (1 point)
- Survive A Curse (1 point per/Curse)
- Survive A Monster (1 point per/Monster)
- Acquiring A Tribal Totem (1 point per/Totem)

Each round a player will three main actions they can perform: wait, hunt/gather, or venture into the unknown.

If a player chooses to wait by drawing a time card, this is the only action they can take, thus ending their turn. Hunting and gather allows a player to move about their current area, draw a location card, and interact with other players. Venturing into the unknown will definitely involve a disaster or a monster, but will yield rewards in the form of points.

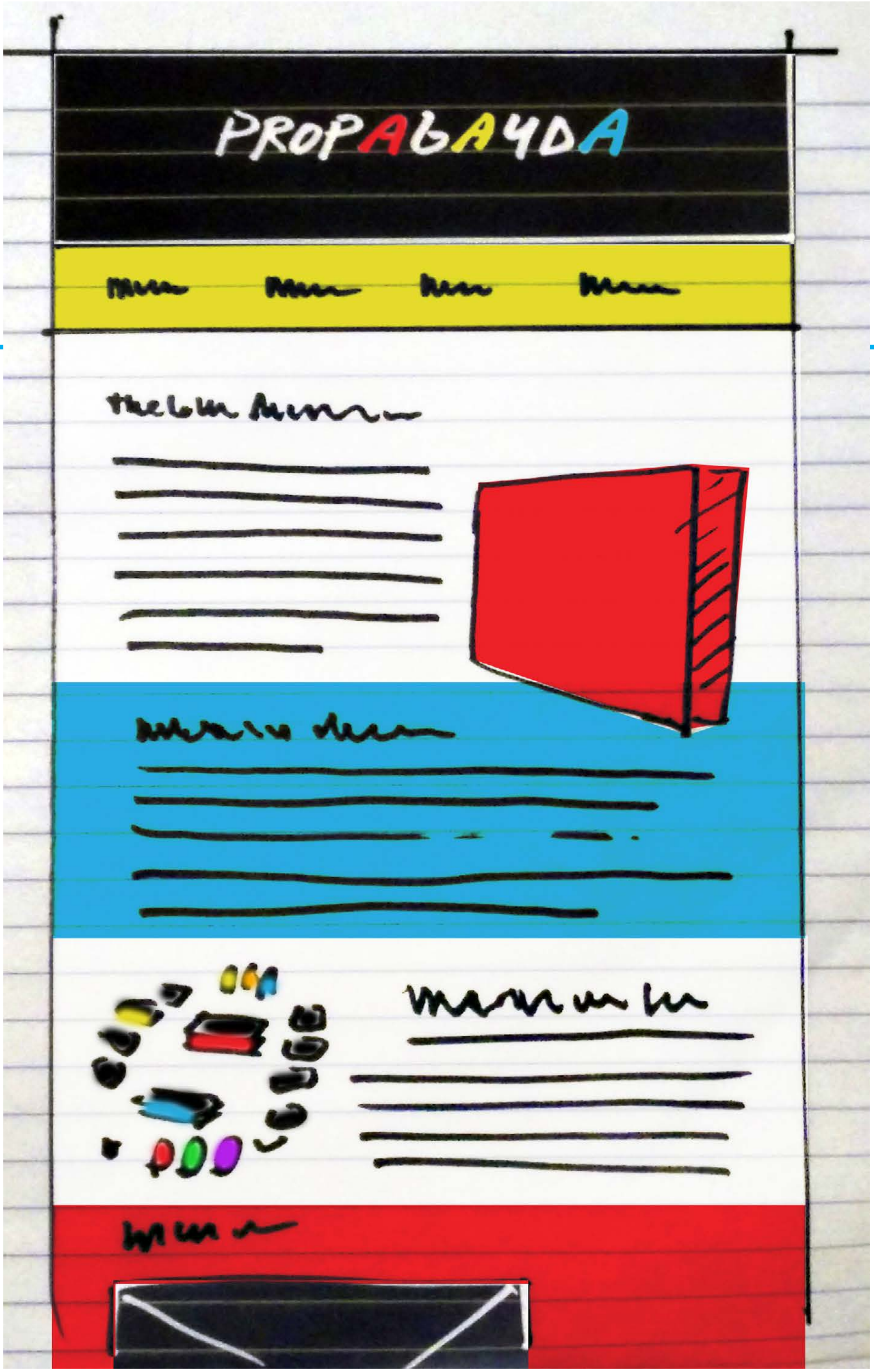
Each time a player fails a disaster or fight against a monster, every player looses 1 point. If any player's point go below 1 to 0, or if only 1 player is left, the game is over.



Website

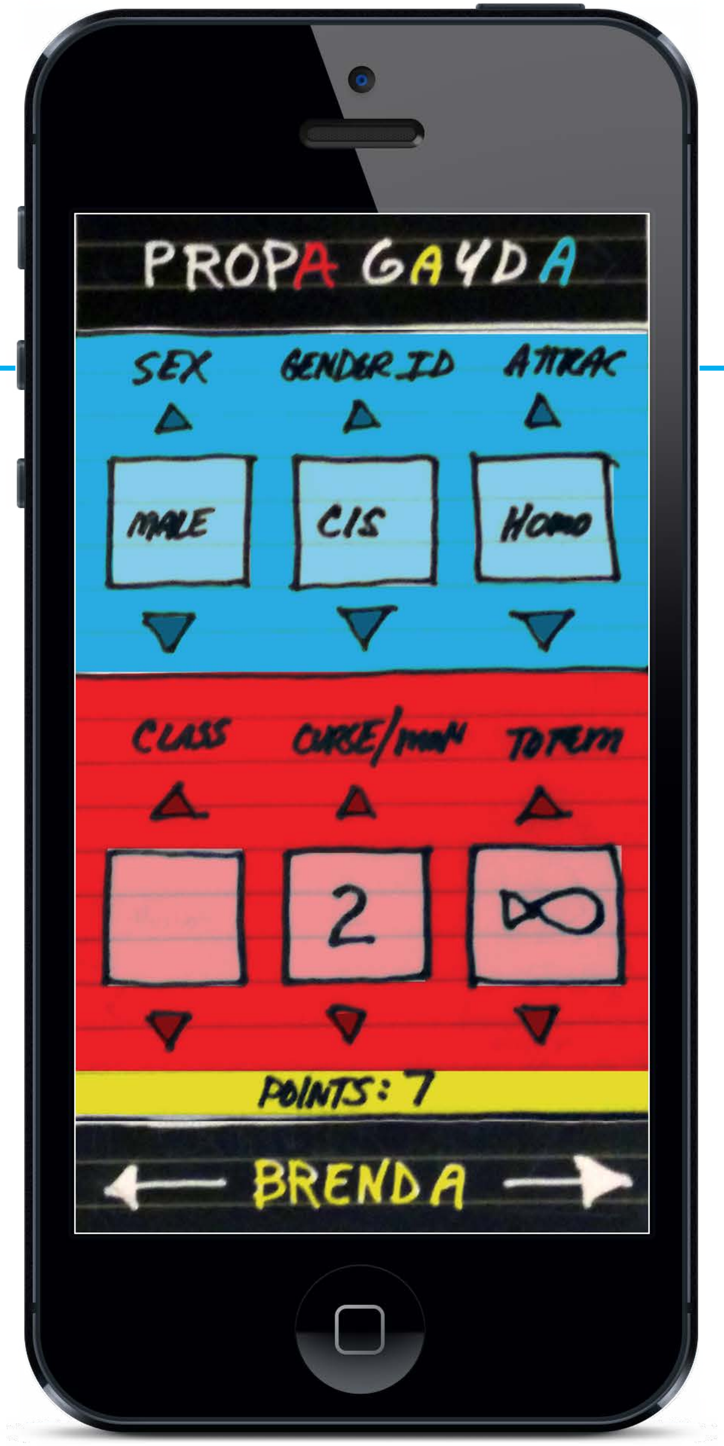
Some examples of similar websites are:

- https://company.wizards.com/
- http://www.catan.com/
- https://www.fantasyflightgames.com/en/products/wiz-war/
- http://www.worldofmunchkin.com/
- http://escape-queen-games.com/index.php?id=5&L=1



Application/WebApp

The application or WebApp will allow a user to keep track of all the players in the game, and their statistics like class, sex, gender identity, attraction, point, etc. The WebApp will be responsive across all devices, and will make use of touch-based CSS with JavaScript for behavioral interaction.


PROPA GAYDA
SEX
GENDER ID
ATTRAC
MALE
CIS
HOMO
CLASS
CURSE/MAN
TOTEM
2
∞
POINTS: 7
BRENDA

Paper Prototype

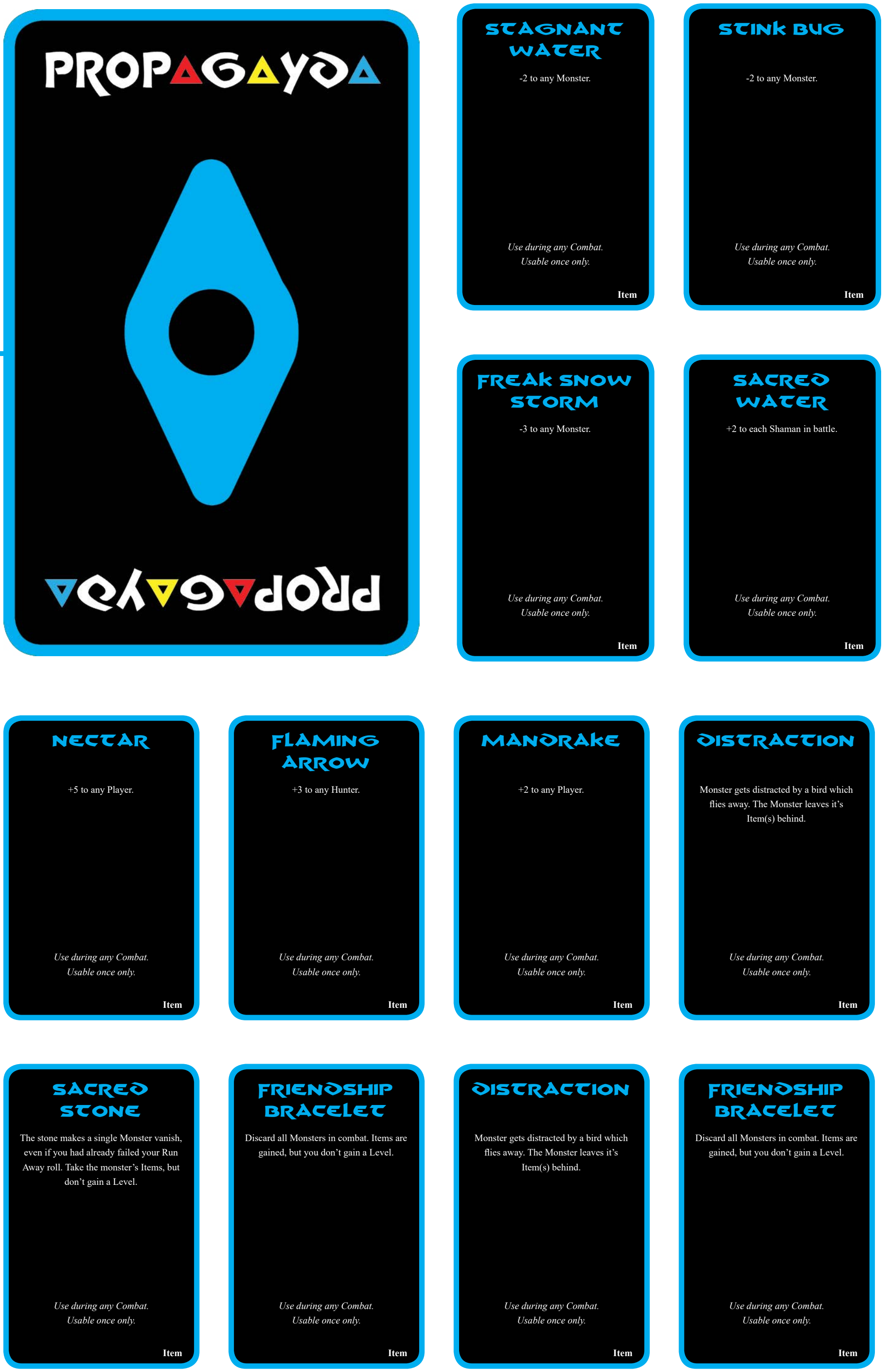
Using the card game *Munchkin* as a point of departure, I crafted a similar niche tabletop game that, unlike *Munchkin*, eliminates competition in lieu of collaboration. So instead of players seeking money, power, and advancement to win before the other players, the game includes:

- Gender Cards
- Attraction Cards
- Modifiers Cards
- Companion cards
- Combat Item Cards
- Level-Up Cards

All of these cards enable the players to work collaboratively for survival against:

- Disaster Cards
- Monster Cards

All of which I divided into Hunt, Gather, and Camp Decks. I will eventually need to create illustrations for all of these cards, and I'm thinking white line art will be best, but that enhancement will come after testing the game.



STAGNANT WATER
-2 to any Monster.
Use during any Combat.
Usable once only.
Item

STINK BUG
-2 to any Monster.
Use during any Combat.
Usable once only.
Item

FREAK SNOW STORM
-3 to any Monster.
Use during any Combat.
Usable once only.
Item

SACRED WATER
+2 to each Shaman in battle.
Use during any Combat.
Usable once only.
Item

NECTAR
+5 to any Player.
Use during any Combat.
Usable once only.
Item

FLAMING ARROW
+3 to any Hunter.
Use during any Combat.
Usable once only.
Item

MANDRAKE
+2 to any Player.
Use during any Combat.
Usable once only.
Item

DISTRACTION
Monster gets distracted by a bird which flies away. The Monster leaves it's Item(s) behind.
Use during any Combat.
Usable once only.
Item

SACRED STONE
The stone makes a single Monster vanish, even if you had already failed your Run Away roll. Take the monster's Items, but don't gain a Level.
Use during any Combat.
Usable once only.
Item

FRIENDSHIP BRACELET
Discard all Monsters in combat. Items are gained, but you don't gain a Level.
Use during any Combat.
Usable once only.
Item

DISTRACTION
Monster gets distracted by a bird which flies away. The Monster leaves it's Item(s) behind.
Use during any Combat.
Usable once only.
Item

FRIENDSHIP BRACELET
Discard all Monsters in combat. Items are gained, but you don't gain a Level.
Use during any Combat.
Usable once only.
Item

Bonus 3

CLUB

Usable by Males only.

Item

Bonus 3

DAGGER

Usable by Flute Player only.

Item

Bonus 3

WOOD ARMOR

Usable by Homosexual only.

Item

Bonus 2

MALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 1

FEMALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 3

BROAD SWORD

Usable by Females only.

Item

Bonus 4

HAMMER

Usable by Homosexuals only.

Item

Bonus 3

INTERSEX COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 4

BOW

Usable by Transgender only.

Item

Bonus 1

MALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 5

STAFF

Usable by Shamans only.

Item

Bonus 3

POLEARM

Usable by Warrior only.

Item

Bonus 1

FEMALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 3

RAPIER

Usable by Transgender only.

Item

Bonus 2

INTERSEX COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 4

SHIELD

Usable by Warriors only.

Item

Bonus 1

STICK

You may discard this item for an automatic escape from any Monster Level 8 or below.

Item

Bonus 3

HAT

Usable by Shamans only.

Item

Bonus 3

BANDANA

Usable by Hunter only.

Item

Bonus 3

ARMOR

Not Usable by Shamans

Item

Bonus 1

MALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 2

FEMALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 1

INTERSEX COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 4

POLEARM

Usable by Hunter only.

Item

Bonus 3

MALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 4

MACE

Usable by Gender Fluid only.

Item

Bonus 3

CLUB

Usable by Gender Fluid only.

Item

Bonus 2

FEMALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus

BOOTS

Gives you +2 to Run Away.

Item

Bonus

SANDALS

Disaster Cards which you draw have no effect.

Item

Bonus

OCARINA

This melodius instruments captivates your foes, giving you +3 to Run Away. If you succesfully escape Combat, snag a face-down Item Card on your way out.

Item

Bonus 3

BOOTS

Not Usable by Warrior.

Item

Bonus 1

BACKPACK

Allows you to carry and use one extra Item, even if you could not otherwise.

Item

Bonus 4

INTERSEX COMPANION

Usable by Flute Player only.

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

PROPAGAYDA
PROPAGAYDA

WHIRLWIND

-5 to next Combat for being distracted.

Disaster

HEAD RASH

-1 in all Combat. If you loose your Head Gear you loose the rash.

Disaster

WEAKNESS

In your next Combat use no bonuses from Item Cards other than Armor.

Disaster

SUDDEN ILLNESS

Lose a Level.

Disaster

Bonus 3

INTERSEX COMPANION

Usable by Warrior only.

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

Bonus 3

MALE COMPANION

You have found a potential Companion. If your Attraction permits you may form a relationship with this person.

Companion

SAND STORM

Lose the Armor your wearing!

Disaster

POISON BERRIES

Lose 2 Levels.

Disaster

ENCUMBERED

Share 2 Cards. First the Player on the victim's left draws a Card from the victim's hand and keeps it. Then the Player on the right does the same thing.

Disaster

LOST IN NATURE

Choose 1 Item Card to discard.

Disaster

RACCOON THIEVES

Loose the Footgear you are wearing.

Disaster

LOST IN NATURE

Choose 1 Item Card to discard.

Disaster

CLAN BANISHMENT

Discard your Class Card if you have one. If you have two Class Cards in play, loose one of them. If you have no Class, lose a Level.

Disaster

CLAN CHANGE

If you have no Class Card now, this has no effect; otherwise, go back through the Discard Pile and the first Class Card you come to replaces your current Class Card.

Disaster

CHANGE ATTRACTION

If you have no Attraction Card now, this Card has no effect; otherwise, go back through the Discard Pile and the first Attraction Card you come to replaces your current Attraction Card.

Disaster

SUDDEN ILLNESS

Lose a Level.

Disaster

CARNIVOROUS FLOCK

Lose the Headgear you are wearing.

Disaster

BISEXUAL

You are sexually attracted to people of any Sex.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of any Sex.

Attraction

STOLEN IN THE NIGHT

Lose the Item that gives you the biggest Bonus.

Disaster

CHANGE ATTRACTION

If you have no Attraction Card now, this Card has no effect; otherwise, go back through the Discard Pile and the first Attraction Card you come to replaces your current Attraction Card.

Disaster

LOSE YOUR ATTRACTION

Discard any Attraction Card you have in play.

Disaster

LOSE YOUR ATTRACTION

Discard any Attraction Card you have in play.

Disaster

BISEXUAL

You are sexually attracted to people of any Sex.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of any Sex.

Attraction

BISEXUAL

You are sexually attracted to people of any Sex.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of any Sex.

Attraction

BISEXUAL

You are sexually attracted to people of any Sex.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of any Sex.

Attraction

BISEXUAL

You are sexually attracted to people of any Sex.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of any Sex.

Attraction

HETEROSEXUAL

You are sexually attracted to people of the opposite Sex than yours.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the opposite Sex.

Attraction

HETEROSEXUAL

You are sexually attracted to people of the opposite Sex than yours.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the opposite Sex.

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You are sexually attracted to people of the opposite Sex than yours.

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Attraction

HETEROSEXUAL

You are sexually attracted to people of the opposite Sex than yours.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the opposite Sex.

Attraction

HOMOSEXUAL

You are sexually attracted to people of the same Sex as yours.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

HOMOSEXUAL

You are sexually attracted to people of the same Sex as yours.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

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You are sexually attracted to people of the same Sex as yours.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

HOMOSEXUAL

You are sexually attracted to people of the same Sex as yours.

You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the same Sex.

Attraction

Strength 1

JELLYFISH

+4 against Hunters.

Failure: Discard Footgear or loose a Level.

Gather 1 **Monster**

Strength 1

CARNIVOROUS PLANT

Hunters draw an extra treasure after defeating.

Failure: You are Dead.

Gather 1 **Monster**

Strength 1

CRAB

Can't escape.

Failure: Discard Armor and Footgear.

Gather 1 **Monster**

Strength 1

RAT

+3 against Cisgenders.

Failure: Lose a Level.

Gather 1 **Monster**

Strength 1

WOMBAT

+1 to Run Away.

Failure: Lose a Level.

Gather 1 **Monster**

Strength 2

BLOB

+1 to Run Away.

Failure: Drop all Big Item Cards

Gather 1 **Monster**

Strength 2

SKELETON

If you flee you loose a Level even if you escape.

Failure: Lose 2 Levels.

Gather 1 **Monster**

Strength 2

HAWK

Gain and extra Level if you defeat it with fire or flame.

Failure: Lose a Level

Gather 1 **Monster**

Strength 6

THIEF

Will not attack a Flute Player, but instead a Flute Player may discard 2 Items and grab 2 new ones.

Failure: Let each Player draw a Card from your hand and discard the rest.

Gather 2 **Monster**

Strength 6

MYSTIC

+6 against Warriors.

Failure: Discard Race or Class Cards in play.

Gather 2 **Monster**

Strength 8

GHOUL

Fight with Level only.

Failure: Your Level becomes equal to lowest Level Player.

Gather 2 **Monster**

Strength 8

GIANT SPIDER

+6 against Hunters.

Failure: Discard Headgear and loose a Level.

Gather 2 **Monster**

Strength 8

WITCH

Will not attack Transgender. Gives them one treasure instead.

Failure: Loose your Class Card, or loose 3 Levels.

Gather 2 **Monster**

Strength 8

GIRAFFE

You must face Gazebo alone.

Failure: Lose 3 Levels.

Gather 2 **Monster**

Strength 10

TROLL

None.

Failure: The highest Level Player gets to take one Item Card from you.

Gather 3 **Monster**

Strength 10

FLOATING EYEBALL

You can bribe for an Item Card worth at least 200 pieces.

Failure: You can't flee, and you lose 3 Levels.

Gather 3 **Monster**

Strength 2

WOLF

Drop and item to distract if you can't beat it.

Failure: Lose 2 Levels.

Gather 1 **Monster**

Strength 2

BATS

-1 to Run Away.

Failure: Lose 2 Levels.

Gather 1 **Monster**

Strength 4

HARPIES

+5 against Shamans.

Failure: Lose 2 Levels.

Gather 2 **Monster**

Strength 4

LEPRECHAUN

+5 against Hunters.

Failure: He takes 2 Item Cards from you, one chosen by the Player son either side of you.

Gather 2 **Monster**

Strength 4

UNICORN

+5 against Flute Players.

Failure: Lose 2 Levels.

Gather 2 **Monster**

Strength 4

GIANT SNAIL

-2 Run Away.

Failure: Roll a dice and loose that many Item Cards.

Gather 2 **Monster**

Strength 6

SKUNK

Gain an extra Level if you defeat it without help or Bonuses.

Failure: Discard your whole hand.

Gather 2 **Monster**

Strength 6

SCORPION

+6 against Shamans.

Failure: Either discard your whole hand or loose 2 Levels.

Gather 2 **Monster**

Strength 16

HIPPOGRIFF

Will not pursue Level 3 or below.

Failure: Starting with Player on right, each Player may take one Item Card in front of you, or without looking from your hand.

Gather 4 **Monster**

Strength 16

POLTERGEIST

Will not pursue Level 3 or below. Higher Level characters loose 2 Levels even if they escape.

Failure: Reduced to Level 1.

Gather 4 **Monster**

Strength 20

TYRANNOSAURUS

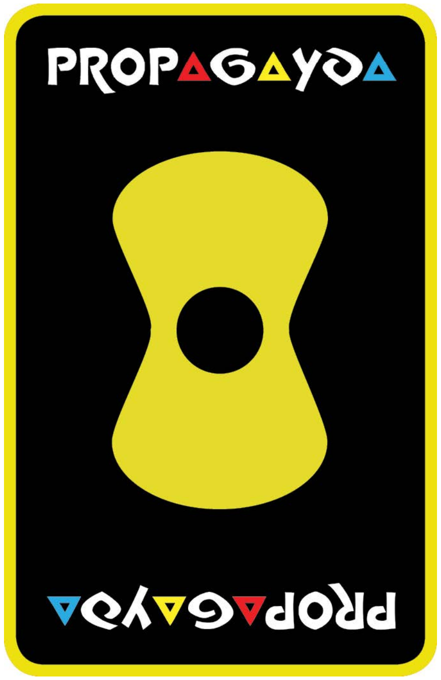
Will not pursue anyone Level 5 or below.

Failure: You are Dead.

Gather 5 **Monster**

SERENDIPITY

Go Up A Level



SHAMAN

You may trade one Item Card each turn with another Player.

You may discard up to 3 Cards after rolling the die to Run Away; each one gives you a +1 Bonus to Run Away.

Class

SHAMAN

You may trade one Item Card each turn with another Player.

You may discard up to 3 Cards after rolling the die to Run Away; each one gives you a +1 Bonus to Run Away.

Class

SHAMAN

You may trade one Item Card each turn with another Player.

You may discard up to 3 Cards after rolling the die to Run Away; each one gives you a +1 Bonus to Run Away.

Class

WARRIOR

You win all ties in Combat.

You may discard up to 3 Cards in Combat; each one gives you a +1 Bonus.

Class

WARRIOR

You win all ties in Combat.

You may discard up to 3 Cards in Combat; each one gives you a +1 Bonus.

Class

WARRIOR

You win all ties in Combat.

You may discard up to 3 Cards in Combat; each one gives you a +1 Bonus.

Class

HUNTER

+1 to Run Away.

You go up a level for every Monster Card you help someone kill.

Class

HUNTER

+1 to Run Away.

You go up a level for every Monster Card you help someone kill.

Class

Strength 10

BAND OF WARRIORS

+6 against Flute Players.

Failure: You are Dead.

Gather 3 **Monster**

Strength 12

VAMPIRE

Cisgenders can chase away and take all treasure. There is no Level increase for this.

Failure: Lose 3 Levels.

Gather 3 **Monster**

Strength 12

DEMON

+4 against Cisgenders. You must discard one item before combat.

Failure: Lose 2 Levels, 3 if you are an Hunter.

Gather 3 **Monster**

Strength 12

SASQUATCH

+3 against Flute Players.

Failure: Lose the Headgear you were wearing.

Gather 3 **Monster**

Strength 14

GRAVE MONSTER

+4 against Warriors.

Failure: Death for all but a Shaman. A Shaman discards their Class Card.

Gather 4 **Monster**

Strength 14

GREAT APE

You may walk past and let him keep treasure, except for people who are Gender Fluid.

Failure: You are Dead.

Gather 4 **Monster**

Strength 14

LYING MAN

Fight it with only bonuses.

Failure: Loose 1,000 gold worth of Item Cards, or loose all you have.

Gather 4 **Monster**

Strength 16

ZOMBIE

Will not pursue Level 3 or below. Higher Level characters loose 2 Levels even if they escape.

Failure: Lose all your Item Cards and all Cards in your hand.

Gather 4 **Monster**

CISGENDER

Your Gender corresponds to your Sex.

You must play this Card as soon as you get it. Once per game you may take one Item Card from another player. At the moment you take it must make the difference between wining and loosing Combat.

Gender

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Your Gender corresponds to your Sex.

You must play this Card as soon as you get it. Once per game you may take one Item Card from another player. At the moment you take it must make the difference between wining and loosing Combat.

Gender

TRANSGENDER

Your Gender is the opposite of your Sex.

You must play this Card as soon as you get it. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

Gender

TRANSGENDER

Your Gender is the opposite of your Sex.

You must play this Card as soon as you get it. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

Gender

TRANSGENDER

Your Gender is the opposite of your Sex.

You must play this Card as soon as you get it. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

Gender

HUNTER

+1 to Run Away.

You go up a level for every Monster Card you help someone kill.

Class

FLUTE PLAYER

You may discard 3 Cards to charm a single monster with your flute instead of fighting it. Discard the Monster Card and gain its Treasure, but don't gain Levels.

You can have 6 Cards in your hand.

Class

FLUTE PLAYER

You may discard 3 Cards to charm a single monster with your flute instead of fighting it. Discard the Monster Card and gain its Treasure, but don't gain Levels.

You can have 6 Cards in your hand.

Class

FLUTE PLAYER

You may discard 3 Cards to charm a single monster with your flute instead of fighting it. Discard the Monster Card and gain its Treasure, but don't gain Levels.

You can have 6 Cards in your hand.

Class

TRANSGENDER

Your Gender is the opposite of your Sex.

You must play this Card as soon as you get it. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

Gender

TRANSGENDER

Your Gender is the opposite of your Sex.

You must play this Card as soon as you get it. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

Gender

GENDER FLUID

Your Gender is a mix of both the Male and Female Sexes.

You must play this Card as soon as you get it. Once per game play an Item Card even if it otherwise would not be legal for you to use.

Gender

GENDER FLUID

Your Gender is a mix of both the Male and Female Sexes.

You must play this Card as soon as you get it. Once per game play an Item Card even if it otherwise would not be legal for you to use.

Gender

CLAN ELDER

You may have two Class Cards, and all of the advantages of each.

Modifier

CLAN ELDER

You may have two Class Cards, and all of the advantages of each.

Modifier

CLAN ELDER

You may have two Class Cards, and all of the advantages of each.

Modifier

CLAN ELDER

You may have two Class Cards, and all of the advantages of each.

Modifier

POLYAMORY

You may have more than one Companion.

Modifier

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You may have more than one Companion.

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You may have more than one Companion.

Modifier

HOARD

Draw 3 more Gather Cards immediately. They are face-down if you drew this card face-down; otherwise they are face-up.

Serendipity

INSTANT WALL

Allows automatic escape, for one or two players, from any fight.

Serendipity

SPIDER WEB

Use when someone successfully escapes a combat for any reason. They must re-roll their escape (even if it was automatic the first time).

Serendipity

KARMA

Cancels any Disaster. Play at any time.

Serendipity

KARMA

Cancels any Disaster. Play at any time.

Serendipity

WAND OF DOWSING

Go through the discards to find any one card you want. Take that card and discard this one.

Serendipity

SMOKE

Use when your Run Away roll fails. You escape automatically.

Serendipity

SMOKE

Use when your Run Away roll fails. You escape automatically.

Serendipity

BATTLE SPOILS

This Card can be played only after Combat, but it does not have to be your Combat.

Go Up A Level

INVOKE OBSCURITY

Go Up A Level

BOUNTIFUL FEAST

Go Up A Level

BATTLE SPOILS

This Card can be played only after Combat, but it does not have to be your Combat.

Go Up A Level

NATURAL SELECTION

You can't use this if you are currently the highest-Level Player, or tied for highest.

Go Up A Level

TRIBAL KINDNESS

Go Up A Level

PHYSICAL TRAINING

Go Up A Level

BORROW LIFE

Pick one Player to take a Level from. You go up one; they go down one.

Go Up A Level

Paper Prototype (Cont'd.)

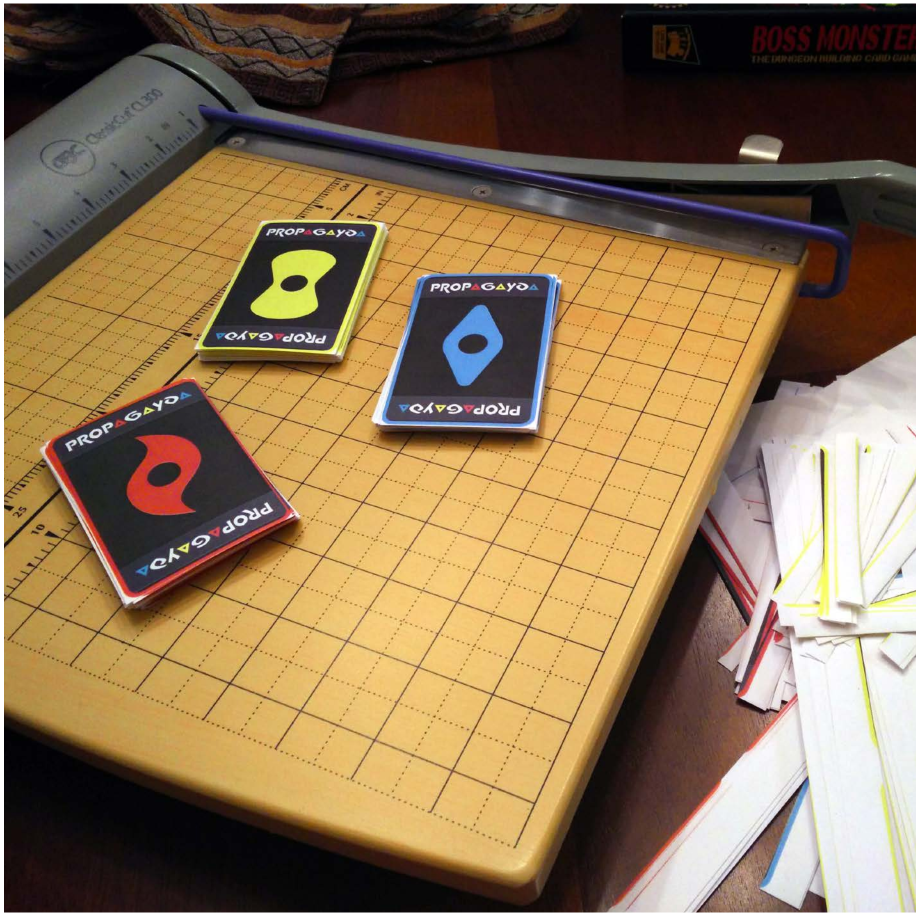
Already at this point I'm recognizing parallels between gamification and design that can feed into my final thesis. Examples of these are in regards to process:

- Iterative Design Process and Prottyping a Game
- Usability Testing
- Communication Goals / Gameplay Goals

Also, I'm devoting my next work to play test to develop a solid co-operation mechanic, such as:

- Time
- Failure
- Loosing

...and I still need to focus on game piece design, gameplay design, and app/player trackers as the relate to design principles.



PROPAGAYDA

PROPAGAYDA
SUDDEN ILLNESS
Strength 16
POLTERGEIST
Strength 10
BAND OF WARRIORS
+6 against Flute Players.
Bonus 1
INTERSEX COMPANION
Bonus
OCARINA
This melodius instruments captivates your foes, giving you +3 to Run Away. If you succesfully escape Combat, snag a
KARMA
CLAN ELDER
You may have two Class Cards, and all of the advantages of each.
Modifier

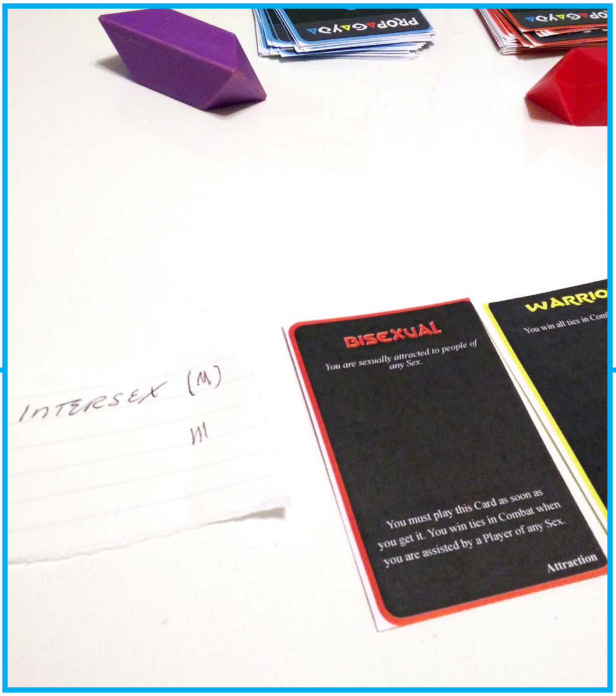
PROPAGAYDA

PROPAGAYDA
KARMA
Serendipity

Play/Usability Testing

So I have completed my first round of usability testing... it's good and bad. There were four players who suggested some game mechanics that I didn't think of at all, and design elements that were completely missing. Overall I got some very valuable suggestions from the players.

PROPAGAYO


INTERSEX (M)
III
BISEXUAL
You are sexually attracted to people of any Sex.
You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of any Sex.
Attraction
WARRIO
You win all ties in Com
PROPAGAYO

PROPAGAYO
POLYAMORY
GENDER FLUID
BISEXUAL
WARRIOR

PROPAGAYO

PROPAGAYO
MALE
II
HETEROSEXUAL
You are sexually attracted to people of the opposite Sex than yours.
You must play this Card as soon as you get it. You win ties in Combat when you are assisted by a Player of the opposite Sex.
Attraction

PROPAGAYO
Intersex
II
GENDER FLUID
Your Gender is a mix of both the Male and Female Sexes.
You must play this Card as soon as you get it. Once per game play an Item Card even if it otherwise would not be legal for you to use.
Gender
Bonus 1
FEMALE COMPANION
Companion
POLYAMORY
You may have more than one Co

Propagayda Rules: First Draft

Propagayda

In Propagayda players work together as members of a tribe to help one another advance and survive. Each player is on their own individual path of self-discovery by growing, surviving monster attacks, and enduring disasters, but the tribe must also advance for anybody to win; likewise, it is entirely possible that everybody will fail and the tribe will become extinct.

Setup

Two to six can play. Divide the cards into three different types of decks — Hunt, Gather, and Camp decks — then shuffle each deck. Deal two cards from each deck to each player.

Each player rolls the sex die to determine what the starting sex will be for their tribe member; this can't change unless otherwise noted by a card.

Starting Gameplay

The oldest player in real life goes first. When the first player finishes their turn, the player to their left takes a turn, and so on.

Turn Phases

Your turn begins as soon as the previous player's turn ends. Once all Players complete their turns, a phase of the moon has gone by.

1. Decide if you are going to Hunt, Gather, and Camp by drawing one card face up from the corresponding deck.

- If it's a Monster, you must fight it! (See Combat)
- If the card is a Disaster it applies to you immediately. (See Disaster)
- If you draw another card you put it into your hand.

2. After Step #1 is resolved, you can trade one item for another item to one player.

Advancement

Everyone starts the game using the sex dice, and automatically gains one point for rolling their sex. Players work together to get an individual player 10 points.

- Sex (start with 1 point)
- Identify with a Gender (1 point)
- Develop an Attraction (1 point)
- Form a Relationship(s) (1 point per/relationship)
- Become a Tribal Class (1 point)
- Survive A Disaster (1 point per/Curse)
- Survive A Monster (1 point per/Monster)
- Acquiring A Tribal Totem (1 point per/Totem)

Card Management

At the end of each player's turn you can only have five cards in your hand, unless otherwise noted by a card. If you have more than five cards, discard down to five and give them to the lowest level person in your tribe.

Feedback/Testing Results

Committee Feedback

From September 29, 2015 Meeting

Last night I had a fantastic meeting with Professor Betgevargiz and Professor Conrad concerning the status of my written and visual thesis. They will both be reviewing the written and visual components and get comments, edits, and suggestions back to me as soon as possible. I also inquired about my MFA presentation, timing, and what was achievable by November to graduate. The core suggestions were as follows:

- The Propagayda website will function as the MFA's presentation, and will contain the design brief, downloadable/printable game, and video.
- I can eliminate the webapp deliverable from the visual thesis; they felt that this was superfluous, as wasn't integral to my core thesis.
- Include the play-testing/usability assessment results in the final website and written thesis.
- Include is the assessment of attraction, sex, gender, and relationships being considered by the players, and if their thoughts have changed concerning the subjects. Utilize a pre and post assessment for players.
- For 'design in context' purposes, include a video showing people actually interacting with each other, and playing with the game.
- I need to provide alternatives to play the game if someone can't 3D print the objects (aka, dice for sex die, objects for figurines, etc.)
- From a visual design perspective, using blue text on black ink for the cards wasn't advisable; I will be changing the reading part of the cards to white.

Those were the primary comments, so I'm going to email these comments/notes to all of my committee members so we are on the same page, and share Professor Meyer's comments so far with the rest of my committee. Focusing on the game's development, its usability/play-testing, and presenting that through a website with an accompanied video is what is primarily left for my visual thesis. For the written thesis, I will be now including the play-testing results, feedback, revisions, and my conclusions based on survey results.

Remaining Thesis Components

- Get the website ready for alpha phase
- Final testing of game
- Assessment of game
- Final print of game
- Make a video of the game
- Visualize data for assessment
- Final written thesis
- Include final written thiesis, video, data visualization, and photos of final print of game in website
- Do final testing of the website
- Get committee approval
- Submit thesis

Gameplay Improvements

Mechanical/Design Improvements

- We need sex cards to keep track of sex
- A tabletop-way to track levels/grain
- Get rid of some items for totem cards; four totem cards allow you to establish a tribal totem.
- 10-sided Dice used for beta/get a 6-sided dice for next test.
- White Cards with color strips on face-side.
- Word Monster cards that it takes a combined strength of, or food , or run away of tribe
- Need drawings… test drawing types

Content Improvements

- Add text to: You must play this card as soon as you get it, unless you already have an Attraction/Gender card in play.
- Add text to transgender/cisgender: Play only if you are male or female
- Add text to Homosexual/Heterosexual Card stating that: Play only if you are male or female
- Add to Intersex card: The Player chooses, or can Re-roll sex dice to determine if you get an attraction or gender expression that is based on your sex.
- Add text to companion card: If you don’t have an attraction, put this into play until you develop one. Then discard or keep accordingly.
- Monsters, take out fight with level only.

Suggested Improvements Overall

- Go up a level cards, and monster cards seem arbitrary… possibly make challenges like game of life, and a currency which the players have to have to survive, like food. Like you have to never be under the amount of grains f/each player every time it goes around. Which is a moon cycle.
- Maybe age could factor into it somehow?
- If you keep monsters, let them turn into items for use… ergo, crab/into crab shoes?
- Each player class receives food/grain every cycle which is different per class.
- Add back Food value, and f/grain – monster they can choose grain or gathers
- Disasters should hurt food supply, etc…. monsters are a missed opportunity for food
- Keep Serendipity Cards as is!
- Level Up cards should be increase food, etc., or something o help clan, whcih should be more about survival
- Lowest combat strength is that of # of players… 2 should be the lowest monster.
- Totems grant the tribe powers

Rules Improvements

- Define Combat Rules to include entire tribe defenses.
- Define Runaway Rules to include entire tribe.
- Define Disaster Rules to include entire tribe.

Refined Compositions

Changes from Feedback/Testing Results

Propagayda Rules: Second Draft

Propagayda
In Propagayda players work together as members of a tribe to help one another advance and survive. Each player is on their own individual path of self-discovery by growing, surviving monster attacks, and enduring disasters, but the tribe must also advance for anybody to win; likewise, it is entirely possible that everybody will fail and the tribe will become extinct.

Pieces
List all of the pieces of the game, and alternated pieces if not doing 3D printing..

Setup
Two to six can play. Divide the cards into the four different types of decks – Player, Hunt, Gather, and Fortify decks – then shuffle each deck. Place the game board in the center of the table, align the Spirit Totems and Player, Hunt, Gather, and Fortify decks on the outside of the game board as shown.
Insert Pictures of decks here

Starting Gameplay
The oldest player in real life always goes first. Do the following:

1. Roll the Birth Die to determine what the starting sex will be for your tribe member; this can't change unless otherwise noted by a card.
   Insert Pictures of Birth Die

2. Choose a tribal member Player Piece.
   Insert Pictures of player pieces here

3. Find the corresponding Player Card in the Player deck for your color/sex, and place it in front of you. *Insert Pictures of card here.*

4. Place your Player Piece into the Start Circle on the game board. *Insert Picture.*

When the first player finishes their turn, the player to their left takes a turn, and so on rolling the Birth Die, choosing a Player Piece, and finding their corresponding Player Card. After each player has done this, deal two cards from the Hunt, Gather, and Fortify decks to each player.

Turn Phases

Each player's turn begins as soon as the previous player's turn ends. First a player has to decide if the tribe is going to hunt, gather, or fortify by drawing one card face up from the corresponding deck.

- If the player decides that the tribe will gather, each player takes a 1 Food Token each
- If the player decides that the tribe will hunt, and it's a Monster Card (See Combat)
- If the card is a Disaster it applies to all members of the tribe immediately. (See Disaster)
- Any other card, reveal to the other tribe members, and place it into your hand.

Then, each turn a player has two free actions that they may take. A player may either:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- or perform any combination of the previous three actions (i.e. place two cards into play, trade two Item Cards, trade an Item Card and acquire a Spirit Totem, etc.)

At the end of each player's turn you can only have five cards in your hand, unless otherwise noted by a card in play. If you have more than five cards, discard down to five and give them to the lowest level person in your tribe.

Tribe Advancement

Each player must work together to help every tribal member advance and survive. To achieve stability with and a quality of life for your tribe, each member of the tribe has to be born, identify with a gender, develop an attraction, form at least one relationship, achieve a place in the tribe, and acquire a Spirit Totem of their very own. This is done by players collaboratively building and supportively sharing cards, and overcoming disasters and monsters together.

To win the game of Propagayda, each tribe member must achieve the six conditions: being born, identifying with a gender, developing an attraction, forming at least one relationship, achieving a place in the tribe, and finding a Spirit Totem of their very own.

Most of these will be in the form of cards and will have to be drawn by the individual players; however, Spirit Totem, Companion, and Item cards can be traded from one player to another in exchange for other cards.

Each time a player places one of the following cards in play:

- Sex Card (given at Birth)
- Gender Card
- Attraction Card
- Companion Card
- Class Card
-

… or they acquire a Spirit Totem by discarding three Totem Cards at once, in exchange for a Spirit Totem figurine, they advance their Player Piece on the game board into the next circle of their tribe's development.

Winning the Game
Once each tribe member is in the last circle of their tribe's development, and has a Sex, Gender, Attraction, Companion, and Class Card in play with a Spirit Totem in play, the game is over and the tribe has won!

Combat
Often when a player makes a decision for the tribe to hunt, they will encounter a Monster. When this occurs, the player that drew the card makes the decision (usually by consulting the rest of the tribe) to either fight the Monster or placate the Monster by doing the following:

Fighting
If the tribe is going to fight a Monster, each player:

- counts their level from the game board
- adds to that all bonuses from Companion Cards in play
- and adds to that all bonuses from Item Cards in play

Then add each player's total is added together with the other's player's total, and this determines the tribe's combined strength. If the tribe's combined strength is greater than the Monster's strength – or if it the tribe's combined strength is tied with the Monster's strength, and you have a Warrior in your tribe – the Monster is defeated. The tribe then gains the amount of food indicated on the Monster Card.

Placating
If the tribe is going to placate a Monster instead of fighting, the tribe must sacrifice the amount of food indicated on the Monster Card. The Monster then is discarded, and no harm or reward comes to the tribe.

Death

If the tribe can't fight or placate the Monster, then the player that drew the card dies. When a player experiences Death the Monster is put into the discard pile, their turn is immediately over, the player removes their Player Piece from the board, and they discard all of their cards to the appropriate discard piles.

On the player's next turn, they are born again and must start over by rolling the Birth Die, choosing a Player Piece, finding their corresponding Player Card, and placing their Player Piece into the Start Circle on the game board.

Losing the Game

If at any time there are no Player Tokens on the board, the game is over and the tribe is lost.

Companion Cards

If players don't have an attraction, players may put Companion Cards into play until they develop one, then discard or keep the companion accordingly.

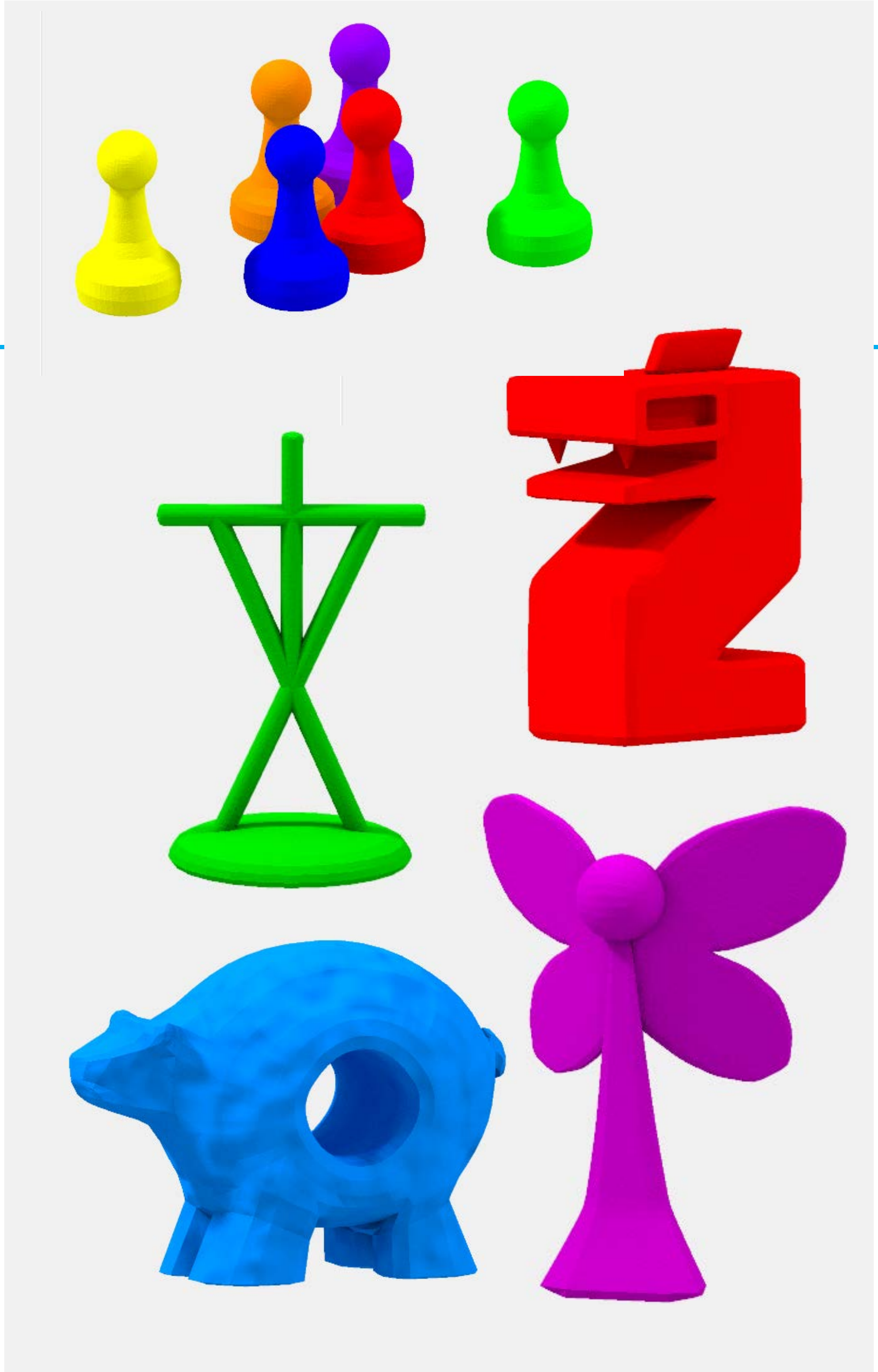
Disaster Cards

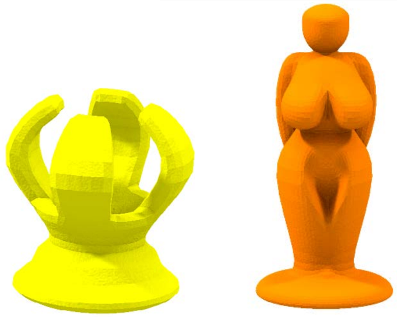
Disaster cards affect the entire tribe, and are put into play immediately when they are drawn or traded, except for the first round of gameplay. Some Disaster Cards have one affect and then go away, while others stay in play until resolved by the tribe.

Game Pieces

3D Printing of Game Pieces | Sculpteo.com
The first half of my 3D printed game pieces are completed and I'm waiting on 7 more and 1 replacement (they didn't print the images on the die) to arrive before I add it to my design brief.

Cards
Also, I have made changes to the design of my cards for legibility, and added an additional Sex Card for players to start with, and have rules for what they can do doing their turn.





PROPAGAYDA

INTERSEX

You have sexual anatomy that doesn't fit within the labels of female or male.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

MALE

You have a specific sexual anatomy pursuant to this label.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

FEMALE

You have a specific sexual anatomy pursuant to this label.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

INTERSEX

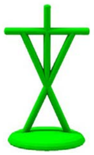
You have sexual anatomy that doesn't fit within the labels of female or male.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

THE GREEN GOLEM



Discard 3 similar Totem Cards to acquire a Spirit Totem.

Totem

THE BLUE BEAR

Discard 3 similar Totem Cards to acquire a Spirit Totem.

Totem

THE PURPLE PIXIE

Discard 3 similar Totem Cards to acquire a Spirit Totem.

Totem

THE RED WRASSE

Discard 3 similar Totem Cards to acquire a Spirit Totem.

Totem

MALE

You have a specific sexual anatomy pursuant to this label.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

FEMALE

You have a specific sexual anatomy pursuant to this label.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

INTERSEX

You have sexual anatomy that doesn't fit within the labels of female or male.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

MALE

You have a specific sexual anatomy pursuant to this label.

On your turn after hunt/gather/fortify you have two free actions:

- place a card into play
- trade one Item Card to another tribe member for another Item Card
- acquire a Spirit Totem
- discard an Item Card and receive it's equivalent in Food
- (*or perform any combination of the previous*)

Sex

THE ORANGE OGRESS

Discard 3 similar Totem Cards to acquire a Spirit Totem.

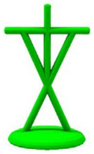
Totem

THE YELLOW YULAN

Discard 3 similar Totem Cards to acquire a Spirit Totem.

Totem

THE GREEN GOLEM



Discard 3 similar Totem Cards to acquire a Spirit Totem.

Totem

THE BLUE BEAR

Discard 3 similar Totem Cards to acquire a Spirit Totem.

Totem

PROPAGAYDA

PROPAGAYDA

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PROPAGAYDA

Strength 6

THIEF

Will not attack a Flute Player, but instead a Flute Player may discard 2 Items and grab 2 new ones.

Failure: Let each Player draw a card from your hand and discard the rest.

Food 2 **Monster**

Strength 6

MYSTIC

+6 against Warriors.

Failure: Discard a Class Card in play.

Food 2 **Monster**

Strength 8

GIANT LEECH

Fight with Level only.

Failure: Death.

Food 2 **Monster**

Strength 8

GIANT SPIDER

+6 against Hunters.

Failure: Death.

Food 2 **Monster**

CISGENDER

Your Gender corresponds to your Sex.
Play only if you are male or female.

Play this Card unless you already have a Gender Card in play. Once per game you may take one Item Card from another player. At the moment you take it must make the difference between wining and loosing Combat.

Gender

CISGENDER

Your Gender corresponds to your Sex.
Play only if you are male or female.

Play this Card unless you already have a Gender Card in play. Once per game you may take one Item Card from another player. At the moment you take it must make the difference between wining and loosing Combat.

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Gender

CISGENDER

Your Gender corresponds to your Sex.
Play only if you are male or female.

Play this Card unless you already have a Gender Card in play. Once per game you may take one Item Card from another player. At the moment you take it must make the difference between wining and loosing Combat.

Gender

Strength 8

WITCH

Will not attack Transgender.

Failure: Death.

Food 2 **Monster**

Strength 8

GIRAFFE

Failure: Death.

Food 2 **Monster**

Strength 10

COUGAR

Failure: Death.

Food 3 **Monster**

Strength 10

ANACONDA

You can bribe for an Item Card.

Failure: Death.

Food 3 **Monster**

CISGENDER

Your Gender corresponds to your Sex.
Play only if you are male or female.

Play this Card unless you already have a Gender Card in play. Once per game you may take one Item Card from another player. At the moment you take it must make the difference between wining and loosing Combat.

Gender

TRANSGENDER

Your Gender is the opposite of your Sex.
Play only if you are male or female.

Play this Card unless you already have a Gender Card in play. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

Gender

TRANSGENDER

Your Gender is the opposite of your Sex.
Play only if you are male or female.

Play this Card unless you already have a Gender Card in play. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

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Play this Card unless you already have a Gender Card in play. Once per game discard a Monster Card in Combat , along with any Cards that have been played to modify it, and replace it with a Monster Card from your hand.

Gender

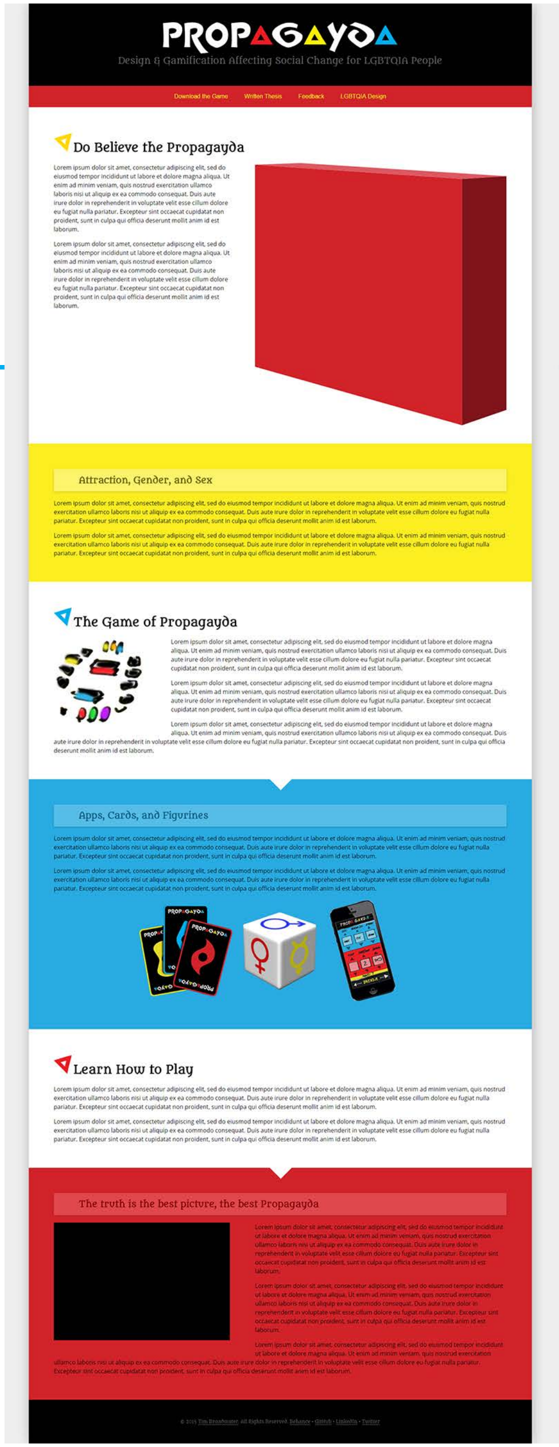
PROPAGAYDA

PROPAGAYDA

Website Improvements

Redesign

Based on conversations with my thesis committee, I decided to scrap the website that I had built. Here is the old website I started to construct:



PROPAGAYDA

Design & Gamification Affecting Social Change for LGBTQIA People

Download the Game · Written Thesis · Feedback · LGBTQIA Design

Do Believe the Propagayda

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Attraction, Gender, and Sex

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The Game of Propagayda

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Apps, Cards, and Figurines

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Learn How to Play

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The truth is the best picture, the best Propagayda

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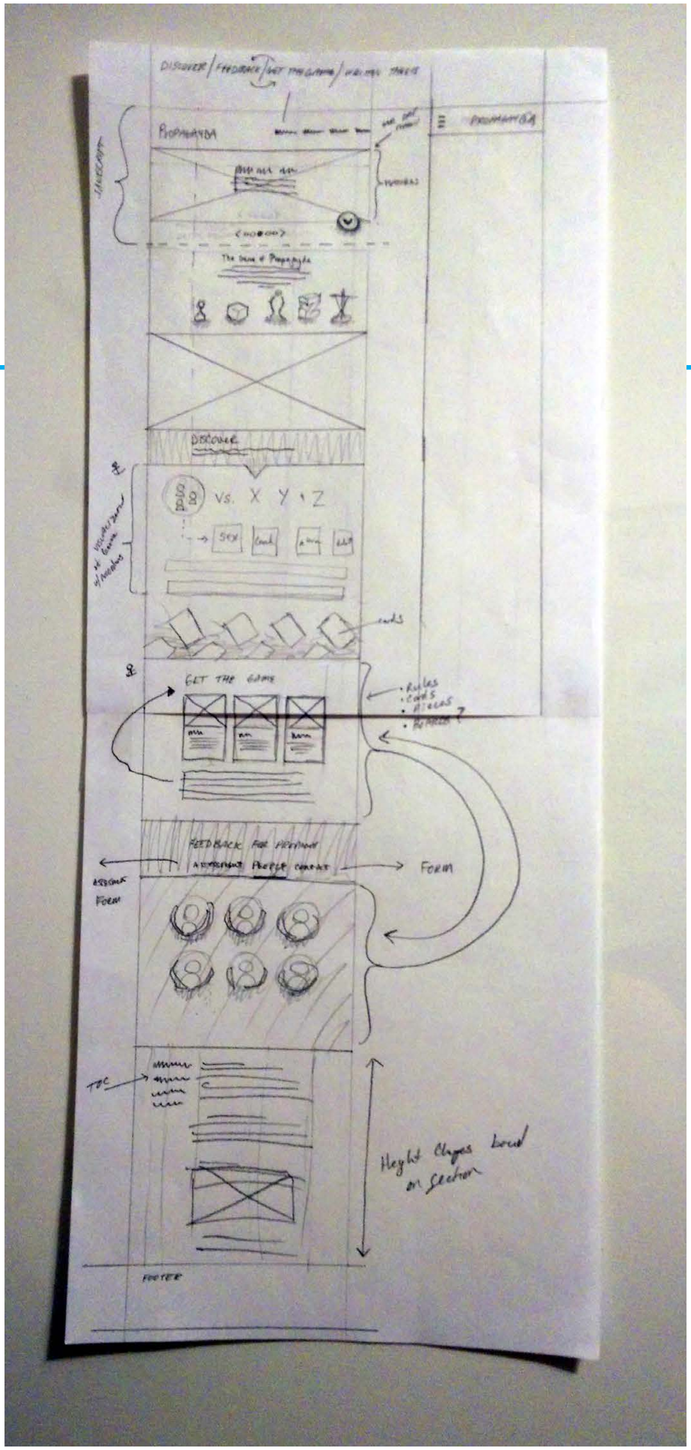
The website will be the culminating presentation of my MFA thesis - it will contain the final written thesis, the downloadable rules, the printable cards, the 3D printable pieces, the assessment techniques I employed, video of people playing the game, and data visualization of those assessment from real people - so it had to be structured very differently. Furthermore, the design research that I conducted for the website was focused around various tabletop game websites, and so that ultimately was very limiting.


DISCOVER / FEEDBACK / GET THE GAME / WRITTEN THESIS
PROPAGAYDA
JAVASCRIPT
PROPAGAYDA
The Game of Propagayda
DISCOVER
VS. X Y Z
SEX
cards
GET THE GAME
• Rules
• Cards
• Pieces
FEEDBACK FOR PROPAGAYDA
ASSESSMENT PEOPLE CONTACT
FORM
ASSESSMENT FORM
TOC
Height changes based on section
FOOTER

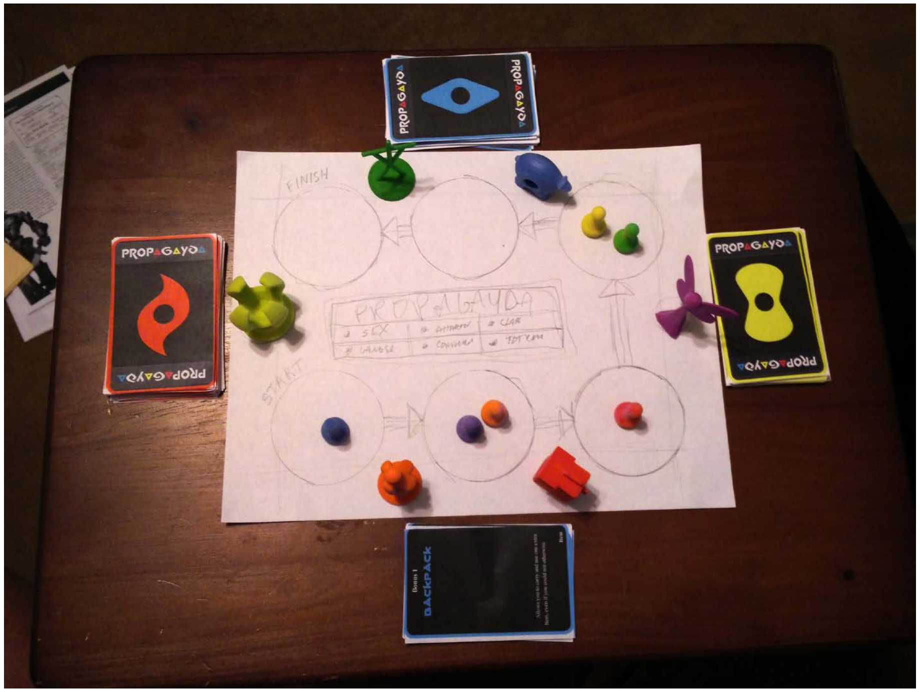
Then I live prototyped the website with dummy content at www.propagayda.com. The following list of items still remain for me to do at this point:

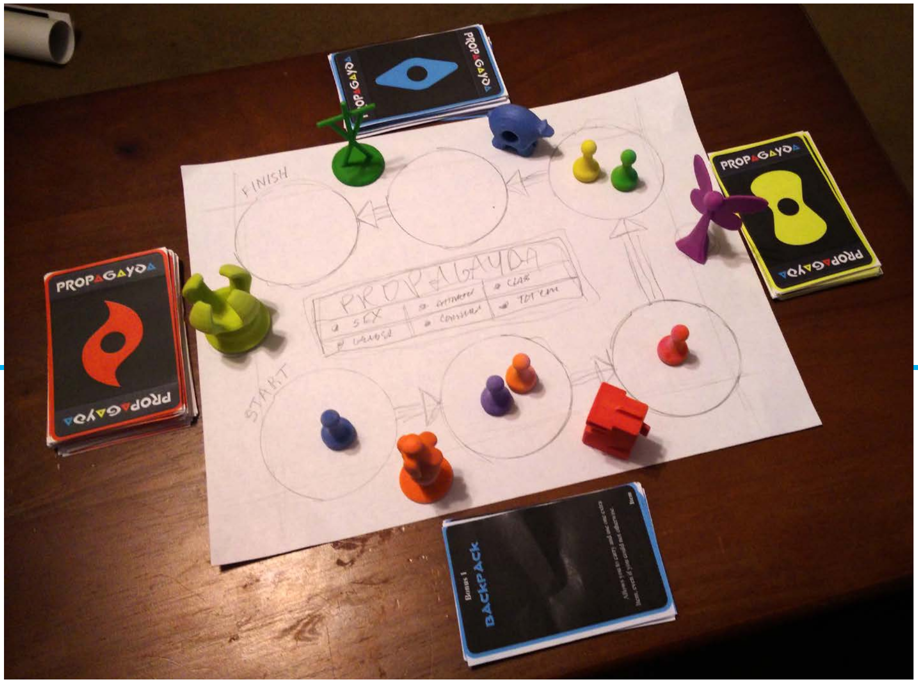
- Include final Design Brief
- Refine SASS
- Finish mobile navigation
- Apply 1366px max-width
- Create feature images of gameplay for 1366px by 768px height (laptop)
- Make game pieces interactive on website
- Retake first-person photograph with the final iteration
- Write final text
- Create visualization of gameplay experience
- Create assessment form
- Visualize total data
- Visualize individual player data
- Retake download photos
- Add final written thesis parts
- Add lightbox for written thesis images with position as opposed to display none (for searching and accessibility)
- Mobile testing
- Performance testing
- Accessibility testing
- Add a downladble PDF format of the thesis
- Add a scroll down error to indicate there is more on the page

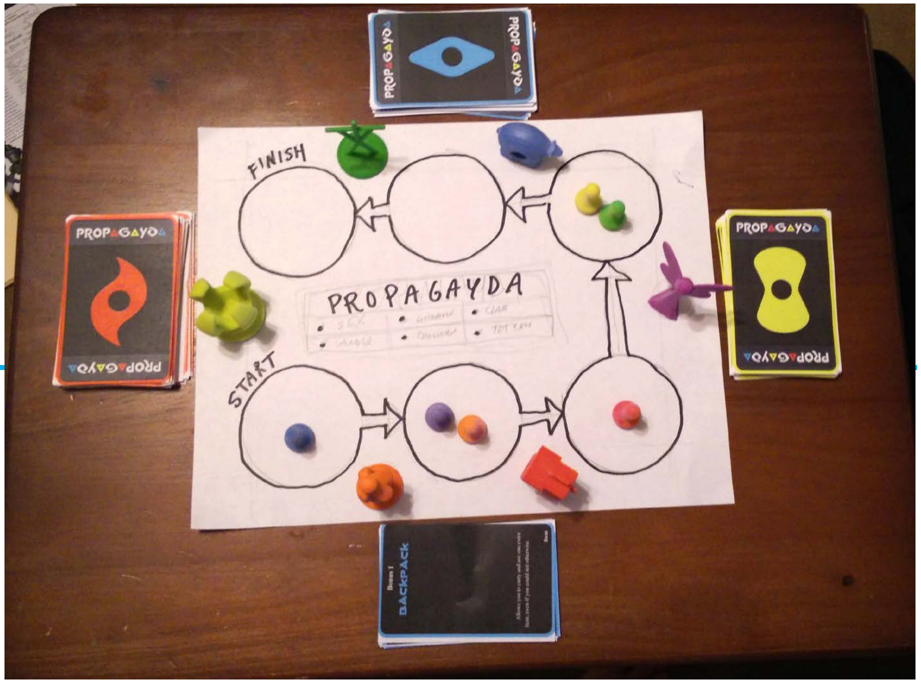
Designing a Game Board

Based on feedback from the first round of play-testing with users, I would need to develop a game board that accomplishes the flowing tasks:

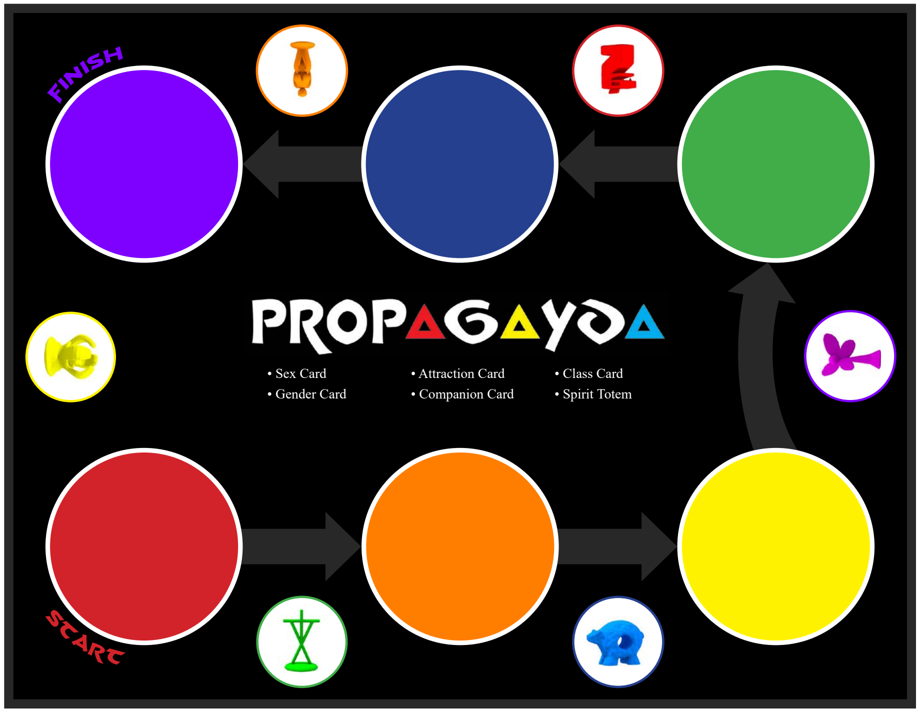
- keeps track of player’s current levels
- visualizes the winning object for the tribe
- identifies the six goals that each player needs to achieve to win the game
- has visual storage indicators for cards and tokens




FINISH
PROPAGAYDA
START
PROPAGAYDA
BACKPACK

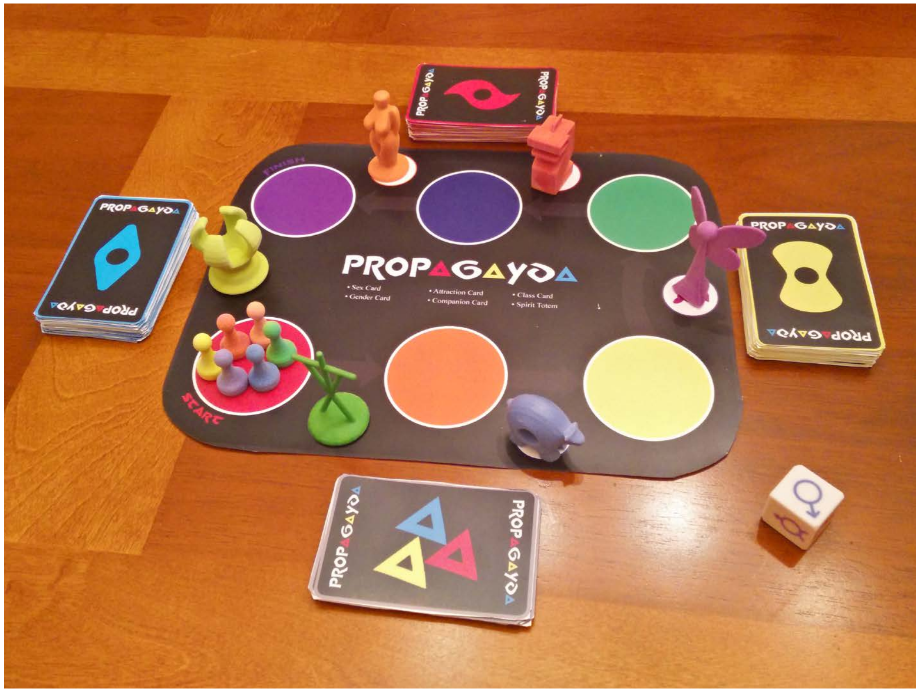

FINISH
PROPAGAYDA
START
BACKPACK

FINISH
PROPAGAYDA
START
BACKPACK


FINISH
PROPAGAYDA
• Sex Card
• Gender Card
• Attraction Card
• Companion Card
• Class Card
• Spirit Totem
START

Play/Usability Testing 2

Using low quality prints on gloss paper for cards and the game board, and the 3D printed game pieces, I conducted a second round of play/usability testing with three players.



PROPAGAYDA
SHAMAN
CIS
HUNTER
POLEARM
THE RED WRASSE
GIRAFFE
POLYAMORY
MALE COMPANION

PROPAGAYDA
START
CLAN ELDER
SHAMAN
FLUTE PLAYER
THE YELLOW YULAN
BISEXUAL
GENDER FLUID

PROPAGAYDA
START
THE RED WRASSE
RAPIER
CLAN ELDER
SHAMAN
BISEXUAL
GENDER FLUID
FEMALE

PROPAGAYDA
START
GIRAFFE
CLAN ELDER
CIS

Feedback/Testing Results

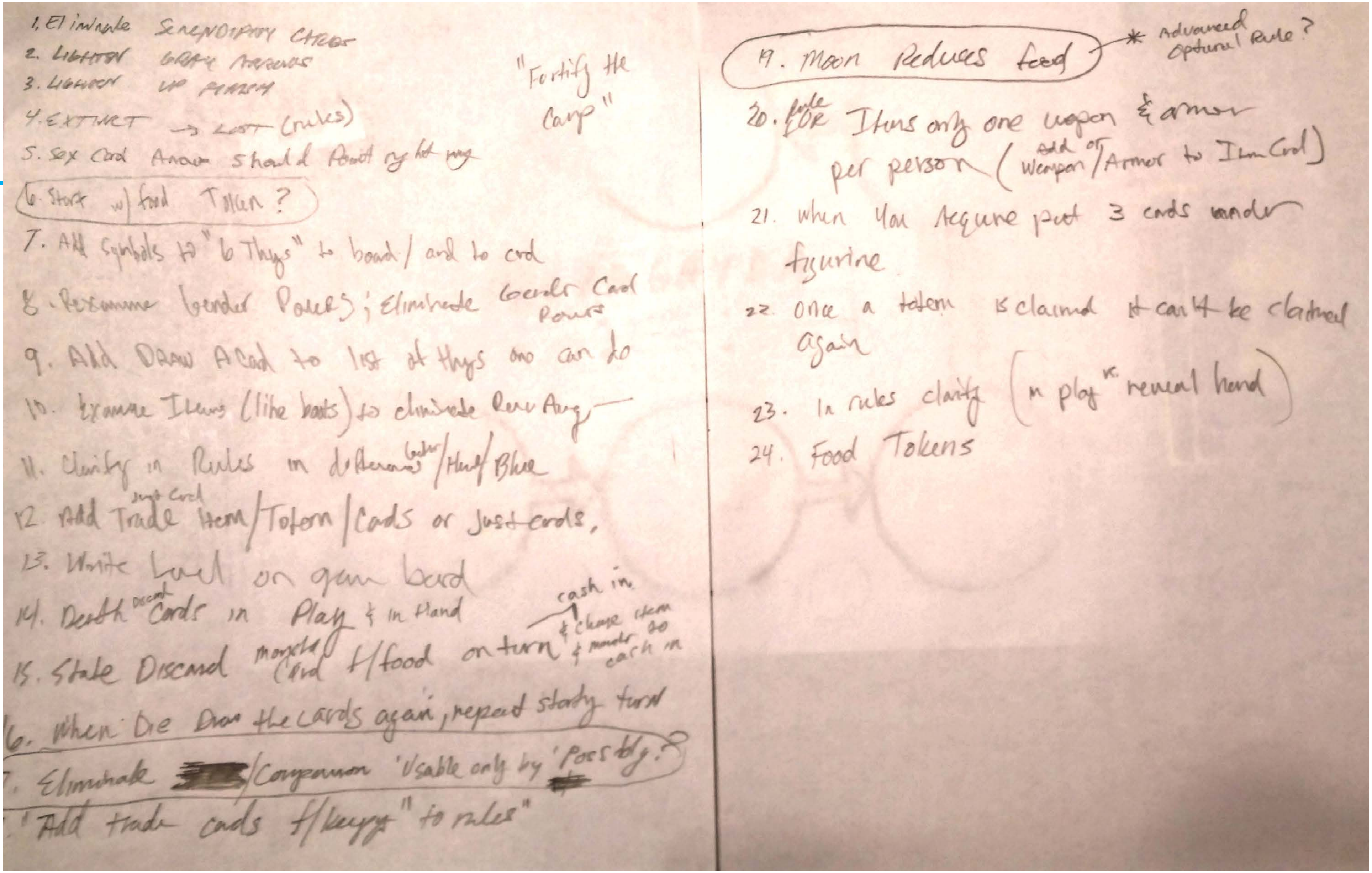
I have completed my second round of play/usability testing. I posed questions to the three player group and recorded certain responses with an audio recording device. From that I quickly jotted down notes and observations from the players on how to improve the game. One of the most interesting quotes from a player was:

"*It's neat that it's sort of like creating a character in Dungeons & Dragons. We have this polyamorous, intersex, gender fluid, bisexual with a male companion... it doesn't affect my ability to play the game, which is that I'm a hunter carrying around a pole arm, wearing armor, and beating the crap out of giraffes... trying to get my totem. And yet you have to get these things to move up each level, but there's just enough not focus on them, that it doesn't become the most important thing, but you still learn it.*"

Observations/Suggested Changes

- Eliminate the Serendipity Cards all together
- Lighten the gray arrows on the game board
- Lighten 'Finish' on the game board
- Change wording in rules from 'extinct' to 'lost'
- Unify the symbols on the six goals to the game board and the cards
- Eliminate Gender Card powers
- Add 'Draw A card' to the list of things one can do each turn
- Examine/Review Item Cards to eliminate Run Away text
- Clarify in rules what the differences are between the Hunt/Gather/Fortify decks
- Eliminate Item Card from turn text, and replace with' any card'
- Write Levels on game board
- Add to rules that Death discards all cards in play and in hand
- Change verbiage from Discard to Cash-In on play turns on Sex Card and in the Rules
- State in the rules that you start over on your turn, and that you draw 2 cards from each deck again
- Add player can trade cards during their turn to not loose precious items or totems' to rules
- Only one item and weapon per person... do this by labeling cards armor or weapon
- Add to rules that when you acquire, place three cards under the figurine
- Add to rules 'once a totem is claimed, it can't be claimed again unless a tribesman dies' to the rules, and cover under Death in the rules
- In rules it might be helpful to clarify what's in play versus what's in you hand
- Choose something to use for food tokens

- Optional Rule: Every moon cycle reduces food by each player



1. Eliminate SERENDIPITY CHECK
2. LIGHTEN GRAPHIC ARROWS
3. LIGHTEN UP ARROW
4. EXTINCT → LOST (rules)
5. Sex Card Arrow should Point up [illegible]

"Fortify the Camp"

6. Start w/ food Token?
7. Add Symbols to "6 Things" to board / and to card
8. Reexamine Gender Powers; Eliminate Gender Card Powers
9. Add DRAW A Card to list of things one can do
10. Examine Items (like boots) to eliminate [illegible] Any —
11. Clarify in Rules in difference color/Hunt/Blue
12. Add Trade single Card Item/Totem/Cards or Just cards,
13. Write Level on game board
14. Death Discard Cards in Play & in Hand
15. State Discard monster Card f/food on turn cash in & chose item & monster to cash in
6. When Die Draw the cards again, repeat starting turn
7. Eliminate [redacted]/Companion 'Usable only by' [redacted] Possibly?
. "Add trade cards f/keeping" to rules"

19. Moon Reduces food * Advanced optional Rule?

20. Rule FOR Items only one weapon & armor per person (Add or Weapon/Armor to Item Card)
21. When You Acquire put 3 cards under figurine
22. Once a totem is claimed it can't be claimed again
23. In rules clarify (in play vs. reveal hand)
24. Food Tokens

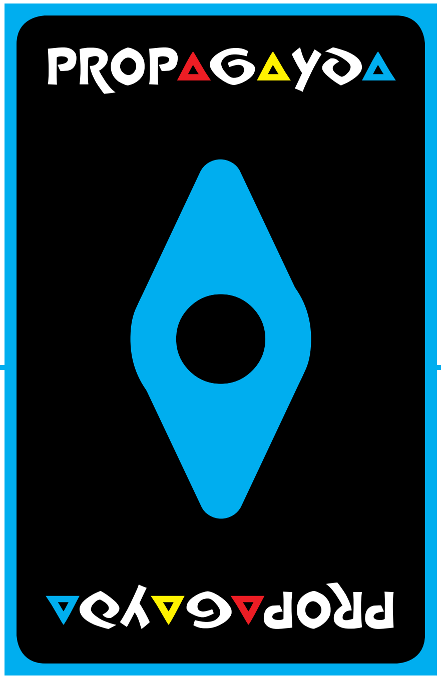
Final Design

The Propagayda Game

The following deliverables are all of the assets (or parts) of the *Propagayda* game, were designed by myself, and were commercially fabricated at **Morgantown Printing & Binding Co.**, **Office Depot**, and **Sculpteo**:

- **Play Cards (193 cards)**
  Cards: 2.25"w x 3.5"h
  Amount: 4/4
  Materials: 14pt Tango C2s Cover
- **Game Board**
  Board: 11"w x 8.5"h
  Amount: 4/0
  Materials: 3M Controltac +gloss laminate affix to 3/16" white Gatorboard
- **Rules**
  Tabloid: 17"w x 11"h
  Amount: 4/4
  Materials: Gloss,
- **Totems (6)**
  Totems: 1"w x 1"d x 1.5"h
  Amount: 6/0
  Materials: Multicolor
- **Player/Sex Die**
  Die: 0.75"w x 0.75"d x 0.75"h
  Amount: 1/0
  Materials: Multicolor
- **Player Pieces (6)**
  Pieces: 1"w x 1"d x 1"h
  Amount: 6/0
  Materials: Multicolor

Cards will trim to size, round corner w/ 1/8" radius, board will trim to size, and shrinkwrap cards in groups of sets.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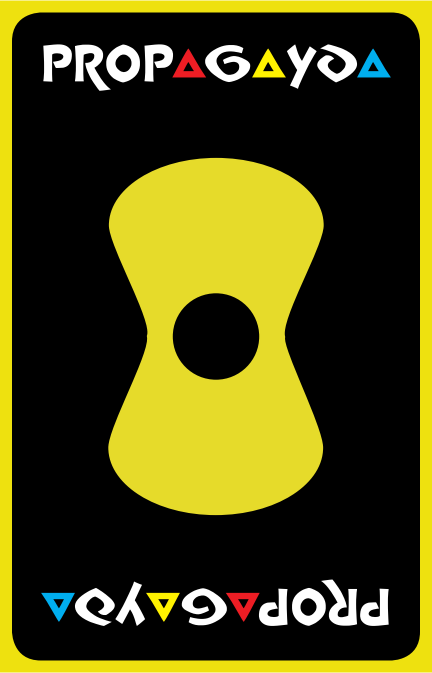
PROPAGAYDA
PROPAGAYDA

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PROPAGAYDA

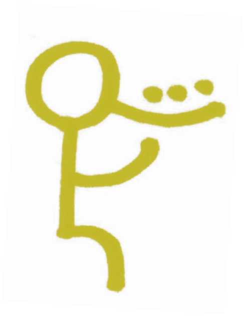
THE ORANGE OGRESS

Collect 3 similar Totem Cards
to acquire a Spirit Totem.

Totem

FLUTE PLAYER

You may discard 3 Cards to charm a single monster with your flute instead of fighting it, allowing the tribe to escape.



Class

INTERSEX

You have sexual anatomy that doesn't fit within the labels of female or male.

On your turn after hunt/gather/fortify you have two free actions:

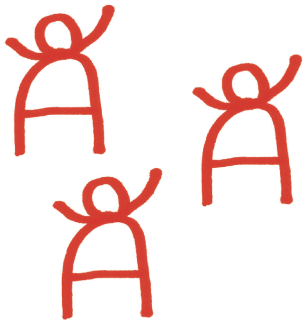
- place or remove a card in play
- trade a card from your hand to another tribe member for a card in their hand
- acquire a Spirit Totem
- draw a card from any pile
- get rid of a Monster or Item Card and receive it's equivalent in Food
- *(or any combination of the previous)*

Sex

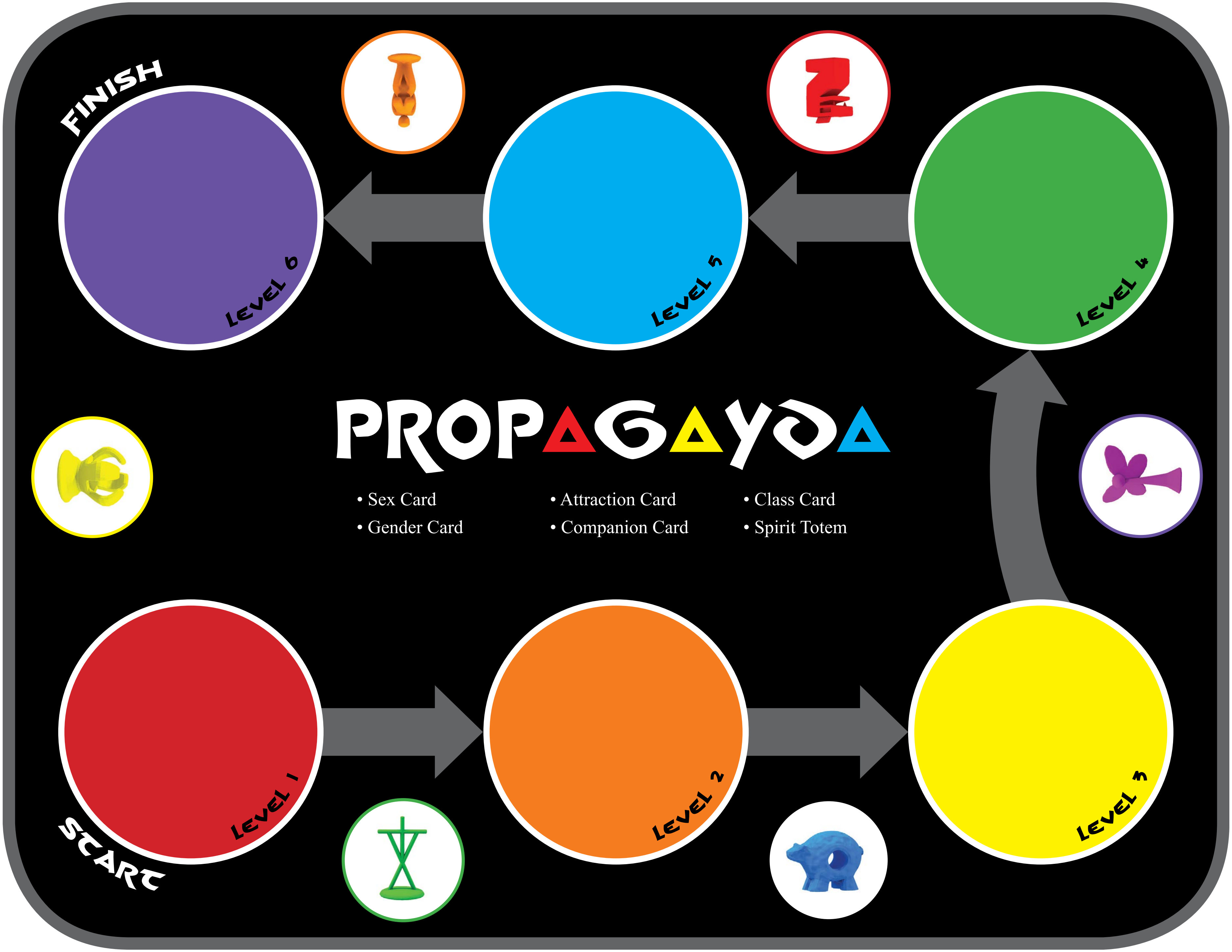
Strength 10

BAND OF WARRIORS

+6 against Flute Players.



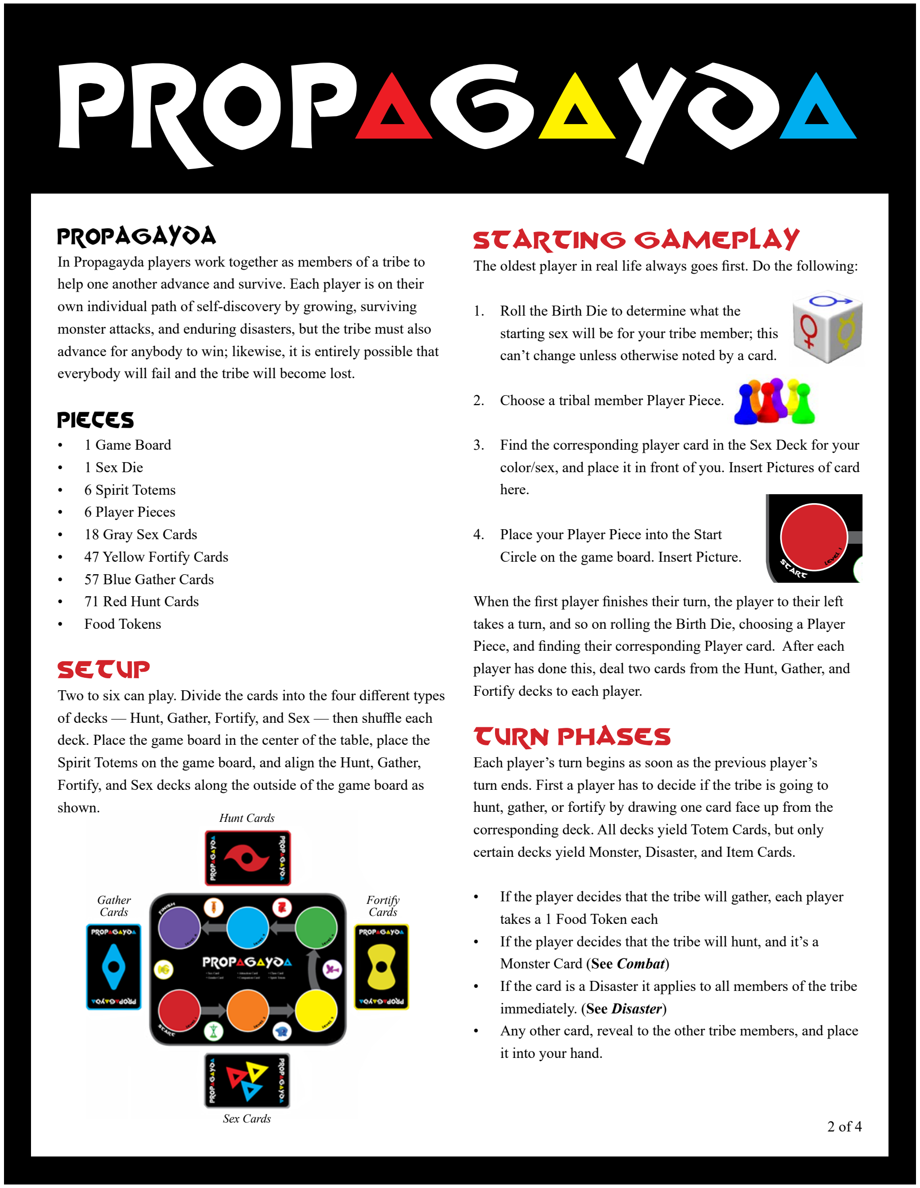
Food 3 **Monster**


FINISH
LEVEL 6
LEVEL 5
LEVEL 4
LEVEL 3
LEVEL 2
LEVEL 1
START

PROPAGAYDA

- Sex Card
- Gender Card
- Attraction Card
- Companion Card
- Class Card
- Spirit Totem

PROPAGAYDA
LYING
CLUB
GREAT
THE YELLOW YULAN
DAGGER
PROPAGAYDA



PROPAGAYDA

PROPAGAYDA

In Propagayda players work together as members of a tribe to help one another advance and survive. Each player is on their own individual path of self-discovery by growing, surviving monster attacks, and enduring disasters, but the tribe must also advance for anybody to win; likewise, it is entirely possible that everybody will fail and the tribe will become lost.

PIECES

- 1 Game Board
- 1 Sex Die
- 6 Spirit Totems
- 6 Player Pieces
- 18 Gray Sex Cards
- 47 Yellow Fortify Cards
- 57 Blue Gather Cards
- 71 Red Hunt Cards
- Food Tokens

SETUP

Two to six can play. Divide the cards into the four different types of decks — Hunt, Gather, Fortify, and Sex — then shuffle each deck. Place the game board in the center of the table, place the Spirit Totems on the game board, and align the Hunt, Gather, Fortify, and Sex decks along the outside of the game board as shown.

STARTING GAMEPLAY

The oldest player in real life always goes first. Do the following:

1. Roll the Birth Die to determine what the starting sex will be for your tribe member; this can't change unless otherwise noted by a card.
2. Choose a tribal member Player Piece.
3. Find the corresponding player card in the Sex Deck for your color/sex, and place it in front of you. Insert Pictures of card here.
4. Place your Player Piece into the Start Circle on the game board. Insert Picture.

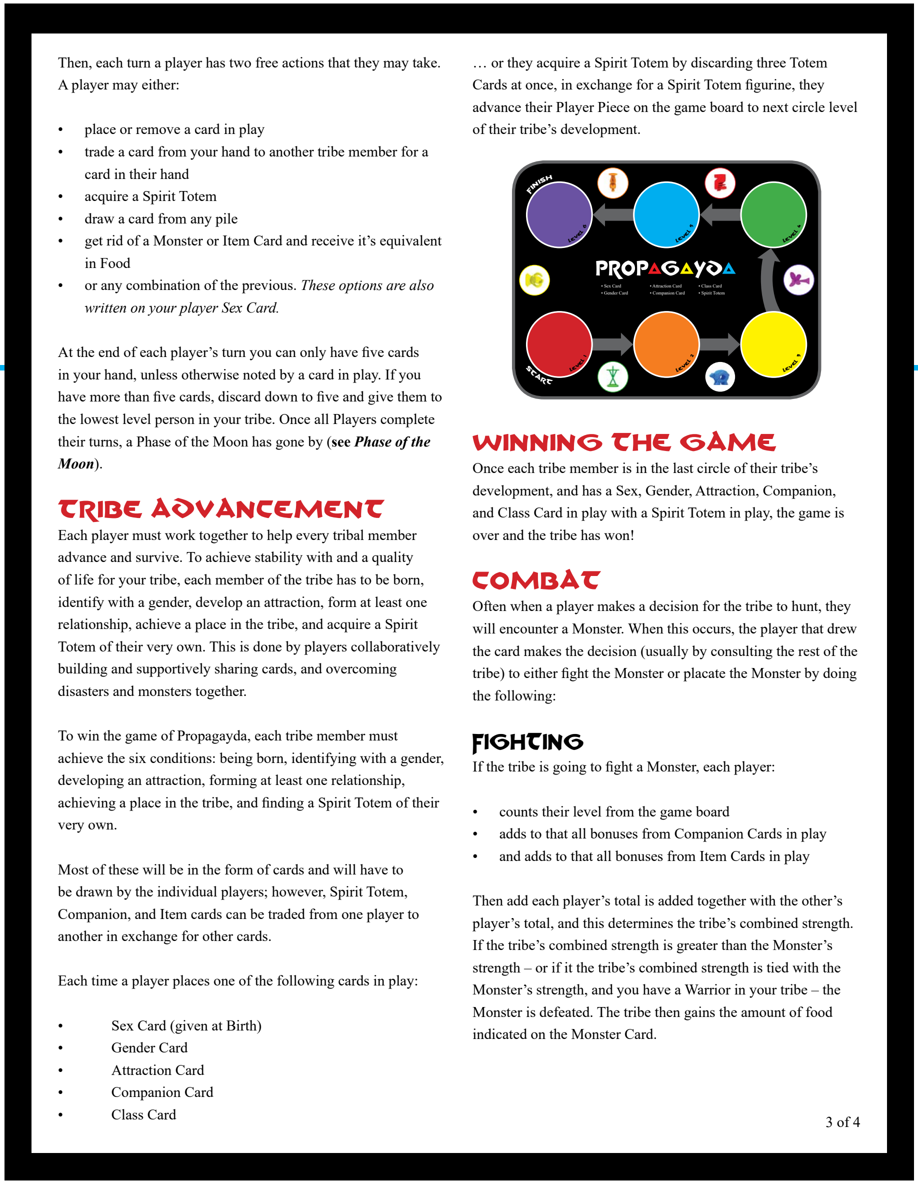
When the first player finishes their turn, the player to their left takes a turn, and so on rolling the Birth Die, choosing a Player Piece, and finding their corresponding Player card. After each player has done this, deal two cards from the Hunt, Gather, and Fortify decks to each player.

TURN PHASES

Each player's turn begins as soon as the previous player's turn ends. First a player has to decide if the tribe is going to hunt, gather, or fortify by drawing one card face up from the corresponding deck. All decks yield Totem Cards, but only certain decks yield Monster, Disaster, and Item Cards.

- If the player decides that the tribe will gather, each player takes a 1 Food Token each
- If the player decides that the tribe will hunt, and it's a Monster Card (**See *Combat***)
- If the card is a Disaster it applies to all members of the tribe immediately. (**See *Disaster***)
- Any other card, reveal to the other tribe members, and place it into your hand.

2 of 4



Then, each turn a player has two free actions that they may take. A player may either:

- place or remove a card in play
- trade a card from your hand to another tribe member for a card in their hand
- acquire a Spirit Totem
- draw a card from any pile
- get rid of a Monster or Item Card and receive it's equivalent in Food
- or any combination of the previous. *These options are also written on your player Sex Card.*

At the end of each player's turn you can only have five cards in your hand, unless otherwise noted by a card in play. If you have more than five cards, discard down to five and give them to the lowest level person in your tribe. Once all Players complete their turns, a Phase of the Moon has gone by (**see *Phase of the Moon***).

TRIBE ADVANCEMENT

Each player must work together to help every tribal member advance and survive. To achieve stability with and a quality of life for your tribe, each member of the tribe has to be born, identify with a gender, develop an attraction, form at least one relationship, achieve a place in the tribe, and acquire a Spirit Totem of their very own. This is done by players collaboratively building and supportively sharing cards, and overcoming disasters and monsters together.

To win the game of Propagayda, each tribe member must achieve the six conditions: being born, identifying with a gender, developing an attraction, forming at least one relationship, achieving a place in the tribe, and finding a Spirit Totem of their very own.

Most of these will be in the form of cards and will have to be drawn by the individual players; however, Spirit Totem, Companion, and Item cards can be traded from one player to another in exchange for other cards.

Each time a player places one of the following cards in play:

- Sex Card (given at Birth)
- Gender Card
- Attraction Card
- Companion Card
- Class Card

… or they acquire a Spirit Totem by discarding three Totem Cards at once, in exchange for a Spirit Totem figurine, they advance their Player Piece on the game board to next circle level of their tribe's development.

WINNING THE GAME

Once each tribe member is in the last circle of their tribe's development, and has a Sex, Gender, Attraction, Companion, and Class Card in play with a Spirit Totem in play, the game is over and the tribe has won!

COMBAT

Often when a player makes a decision for the tribe to hunt, they will encounter a Monster. When this occurs, the player that drew the card makes the decision (usually by consulting the rest of the tribe) to either fight the Monster or placate the Monster by doing the following:

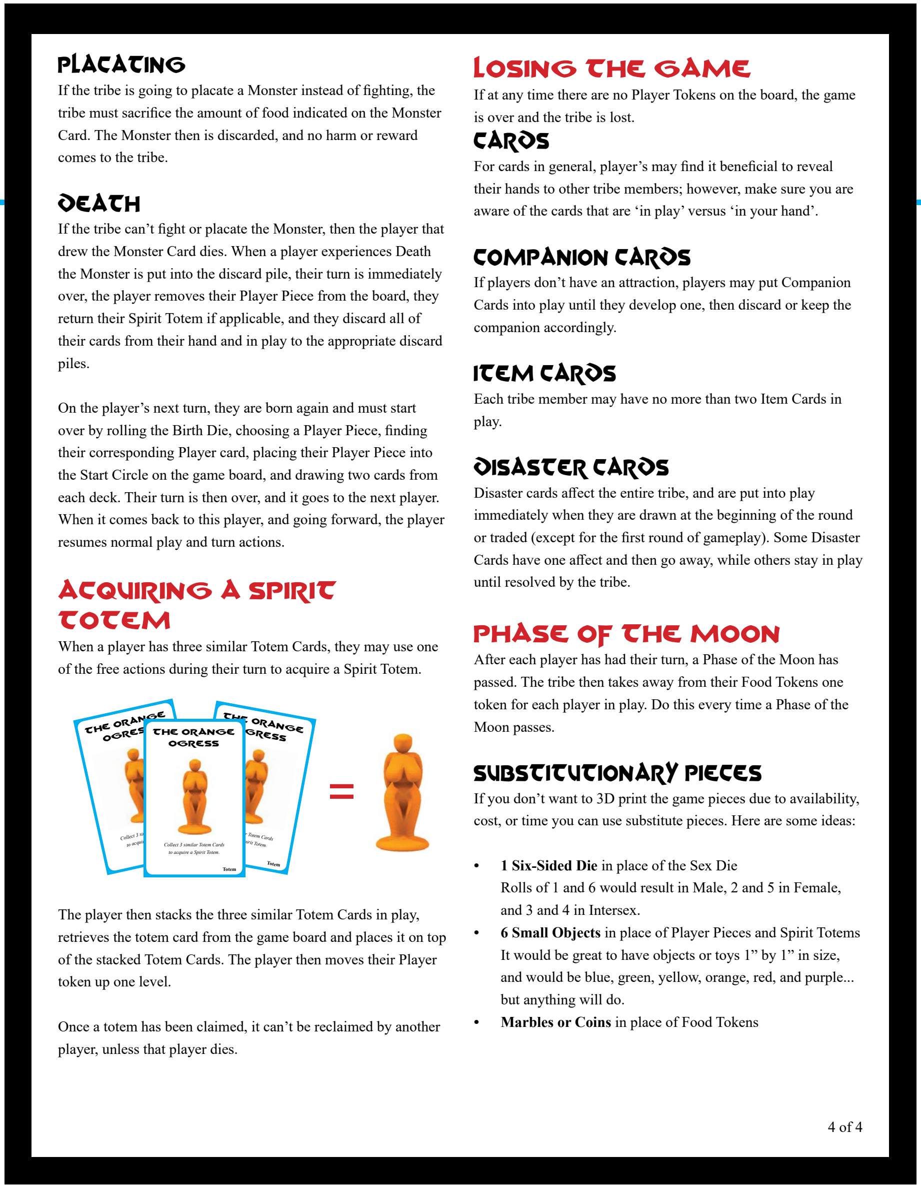
FIGHTING

If the tribe is going to fight a Monster, each player:

- counts their level from the game board
- adds to that all bonuses from Companion Cards in play
- and adds to that all bonuses from Item Cards in play

Then add each player's total is added together with the other's player's total, and this determines the tribe's combined strength. If the tribe's combined strength is greater than the Monster's strength – or if it the tribe's combined strength is tied with the Monster's strength, and you have a Warrior in your tribe – the Monster is defeated. The tribe then gains the amount of food indicated on the Monster Card.

3 of 4



PLACATING

If the tribe is going to placate a Monster instead of fighting, the tribe must sacrifice the amount of food indicated on the Monster Card. The Monster then is discarded, and no harm or reward comes to the tribe.

DEATH

If the tribe can't fight or placate the Monster, then the player that drew the Monster Card dies. When a player experiences Death the Monster is put into the discard pile, their turn is immediately over, the player removes their Player Piece from the board, they return their Spirit Totem if applicable, and they discard all of their cards from their hand and in play to the appropriate discard piles.

On the player's next turn, they are born again and must start over by rolling the Birth Die, choosing a Player Piece, finding their corresponding Player card, placing their Player Piece into the Start Circle on the game board, and drawing two cards from each deck. Their turn is then over, and it goes to the next player. When it comes back to this player, and going forward, the player resumes normal play and turn actions.

ACQUIRING A SPIRIT TOTEM

When a player has three similar Totem Cards, they may use one of the free actions during their turn to acquire a Spirit Totem.

The player then stacks the three similar Totem Cards in play, retrieves the totem card from the game board and places it on top of the stacked Totem Cards. The player then moves their Player token up one level.

Once a totem has been claimed, it can't be reclaimed by another player, unless that player dies.

LOSING THE GAME

If at any time there are no Player Tokens on the board, the game is over and the tribe is lost.

CARDS

For cards in general, player's may find it beneficial to reveal their hands to other tribe members; however, make sure you are aware of the cards that are 'in play' versus 'in your hand'.

COMPANION CARDS

If players don't have an attraction, players may put Companion Cards into play until they develop one, then discard or keep the companion accordingly.

ITEM CARDS

Each tribe member may have no more than two Item Cards in play.

DISASTER CARDS

Disaster cards affect the entire tribe, and are put into play immediately when they are drawn at the beginning of the round or traded (except for the first round of gameplay). Some Disaster Cards have one affect and then go away, while others stay in play until resolved by the tribe.

PHASE OF THE MOON

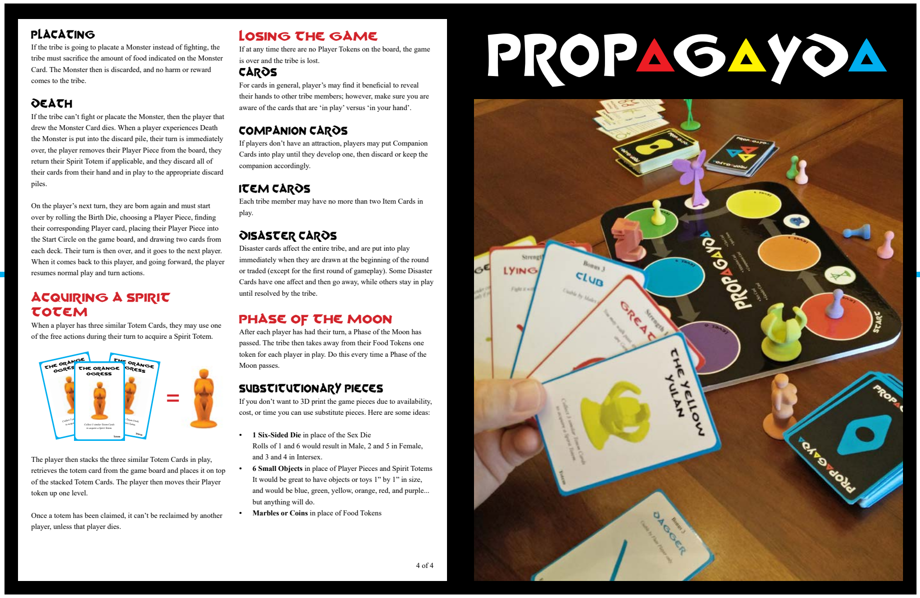
After each player has had their turn, a Phase of the Moon has passed. The tribe then takes away from their Food Tokens one token for each player in play. Do this every time a Phase of the Moon passes.

SUBSTITUTIONARY PIECES

If you don't want to 3D print the game pieces due to availability, cost, or time you can use substitute pieces. Here are some ideas:

- **1 Six-Sided Die** in place of the Sex Die
  Rolls of 1 and 6 would result in Male, 2 and 5 in Female, and 3 and 4 in Intersex.
- **6 Small Objects** in place of Player Pieces and Spirit Totems
  It would be great to have objects or toys 1" by 1" in size, and would be blue, green, yellow, orange, red, and purple... but anything will do.
- **Marbles or Coins** in place of Food Tokens

4 of 4



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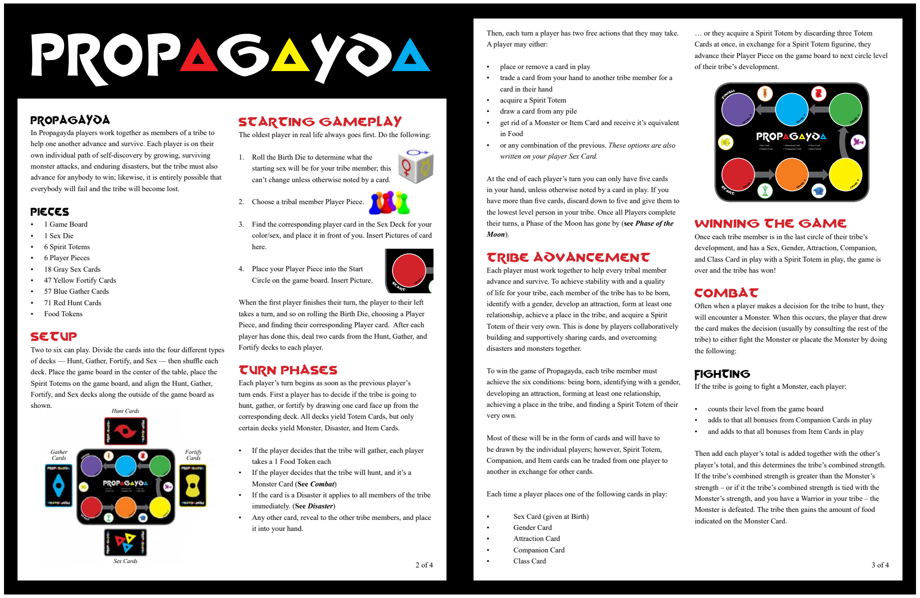
4 of 4

PROPAGAYDA

LYING
CLUB
GREAT
THE YELLOW YULAN
DAGGER
PROPAGAYDA
START



PROPAGAYDA

PROPAGAYDA

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2 of 4

Then, each turn a player has two free actions that they may take. A player may either:

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WINNING THE GAME

Once each tribe member is in the last circle of their tribe's development, and has a Sex, Gender, Attraction, Companion, and Class Card in play with a Spirit Totem in play, the game is over and the tribe has won!

COMBAT

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FIGHTING

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- counts their level from the game board
- adds to that all bonuses from Companion Cards in play
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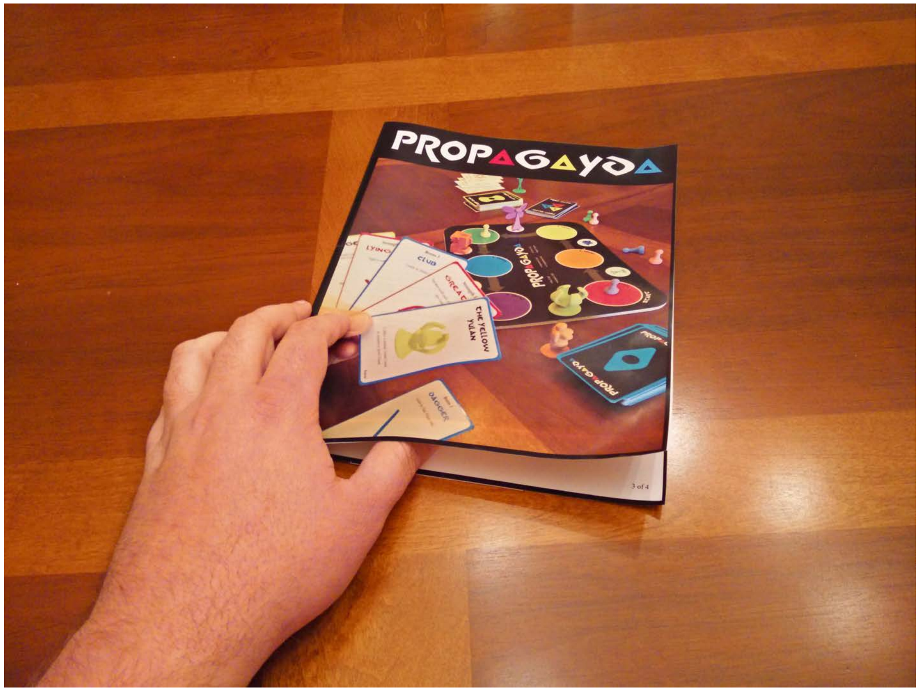
Then add each player's total is added together with the other's player's total, and this determines the tribe's combined strength. If the tribe's combined strength is greater than the Monster's strength – or if it the tribe's combined strength is tied with the Monster's strength, and you have a Warrior in your tribe – the Monster is defeated. The tribe then gains the amount of food indicated on the Monster Card.

3 of 4



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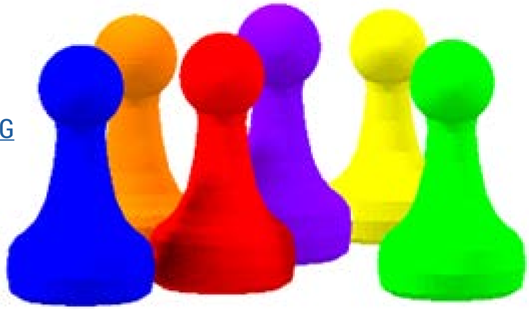

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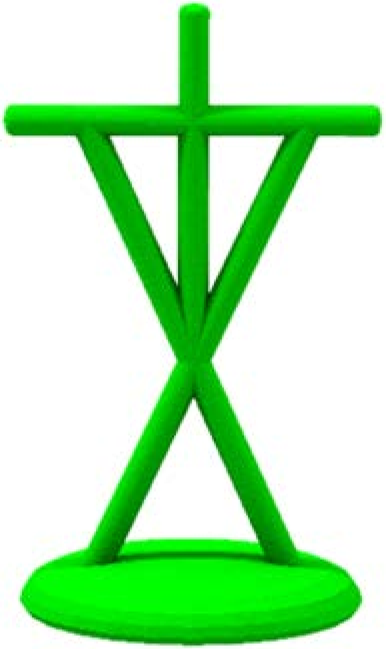

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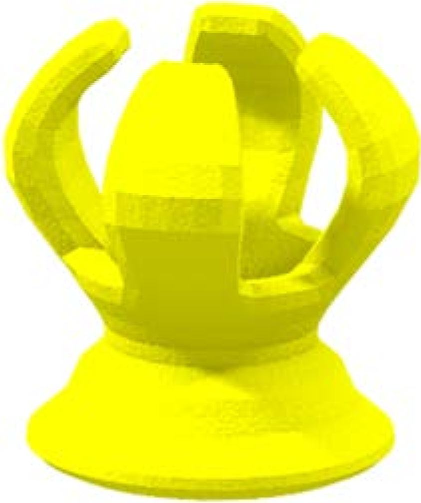


http://bit.ly/1HBteJh

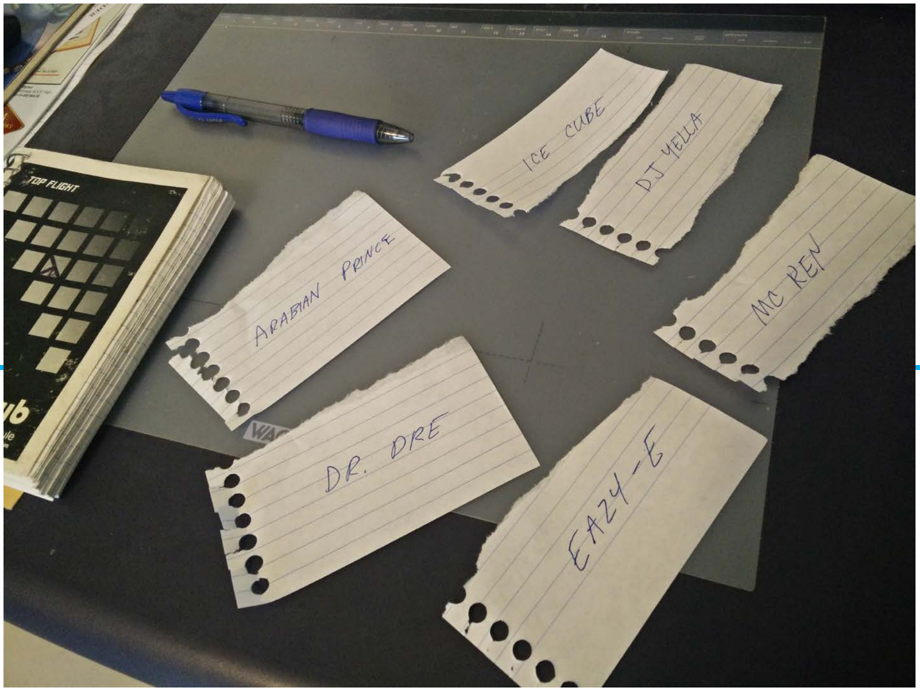
http://bit.ly/1NYrHl5

http://bit.ly/1MQZKi5

http://bit.ly/1SarqMT

Play/Usability Testing

The following photos and video were taken during the live play/usability testing session with the final version of the design, and is presented as the design in context.


ICE CUBE
DJ YELLA
ARABIAN PRINCE
MC REN
DR. DRE
EAZY-E

PROPAGAYDA

PROPAGAYDA
FEMALE
MALE COMPANION
HUNTER

TICKET TO RIDE
CATAN
PROPAGAYDA

PROPAGAYDA
KING OF TOKYO
TICKET TO RIDE

SANDALS
INTERSEX COMPANION
HOMOSEXUAL
FLUTE PLAYER

Play/Usability Testing Video

View the play/usability testing video compilation in HTML5 video format on the http://propagayda.com/ website, or click an individual file format below:

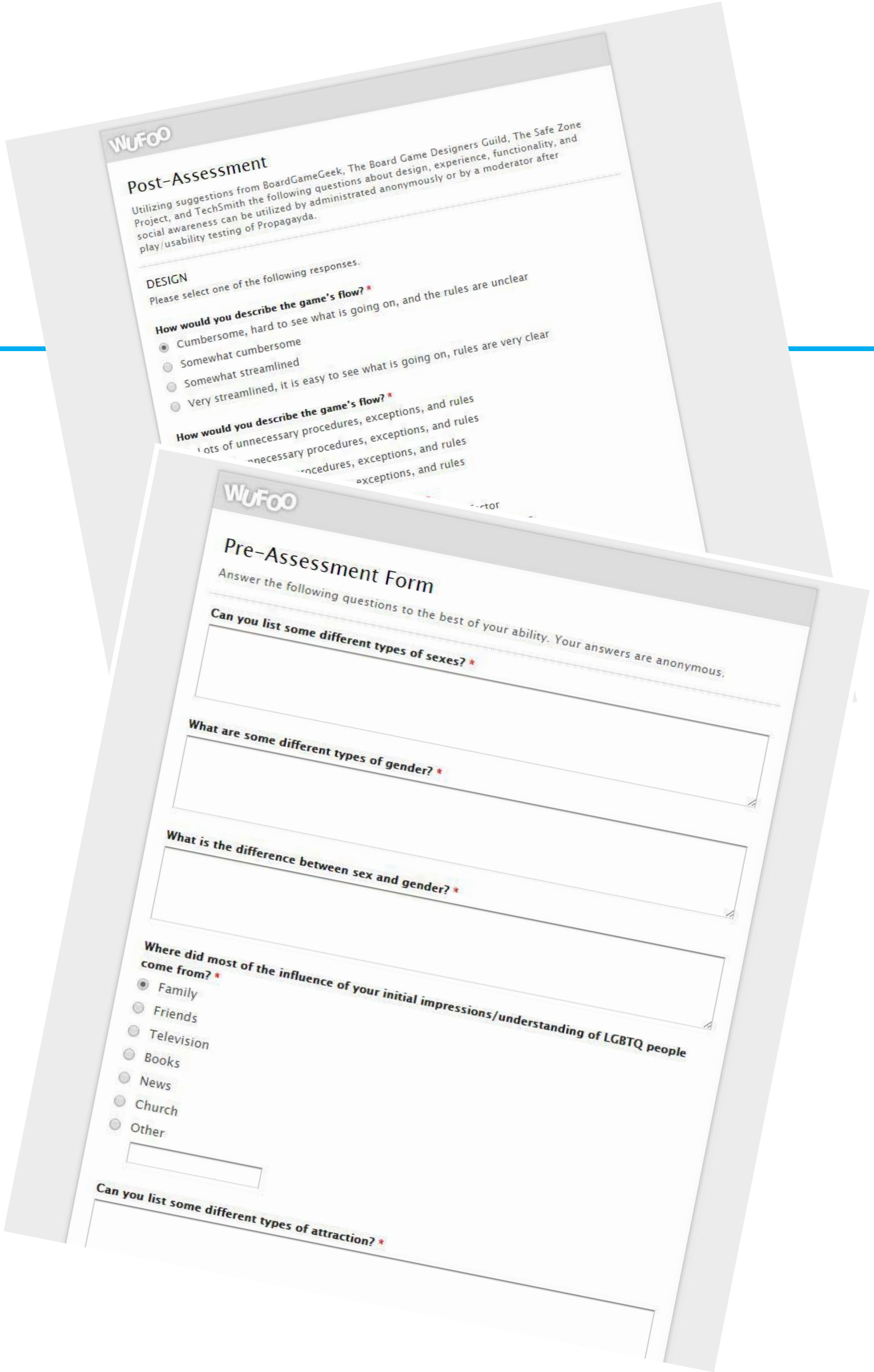
- http://propagayda.com/files/playvideo.ogg
- http://propagayda.com/files/playvideo.webm
- http://propagayda.com/files/playvideo.mp4

Assessment Materials

The pre-assessment and for the Propagayda board game is a way to determine what players know about the topic of LGBTQIA persons before they experience the game. You can download this in print format or simply submit it online through Wuforms.

Utilizing suggestions from BoardGameGeek, The Board Game Designers Guild, The Safe Zone Project, and TechSmith the following post-assessment questions about design, experience, functionality, and social awareness were administrated anonymously or by a moderator on paper after play/usability testing of Propagayda.

Also, these forms have been integrated into the http://propagayda.com/ website.



Post-Assessment

Utilizing suggestions from BoardGameGeek, The Board Game Designers Guild, The Safe Zone Project, and TechSmith the following questions about design, experience, functionality, and social awareness can be utilized by administrated anonymously or by a moderator after play/usability testing of Propagayda.

DESIGN

Please select one of the following responses.

How would you describe the game's flow? *

● Cumbersome, hard to see what is going on, and the rules are unclear
○ Somewhat cumbersome
○ Somewhat streamlined
○ Very streamlined, it is easy to see what is going on, rules are very clear

How would you describe the game's flow? *

Lots of unnecessary procedures, exceptions, and rules
nnecessary procedures, exceptions, and rules
rocedures, exceptions, and rules
exceptions, and rules

Pre-Assessment Form

Answer the following questions to the best of your ability. Your answers are anonymous.

Can you list some different types of sexes? *

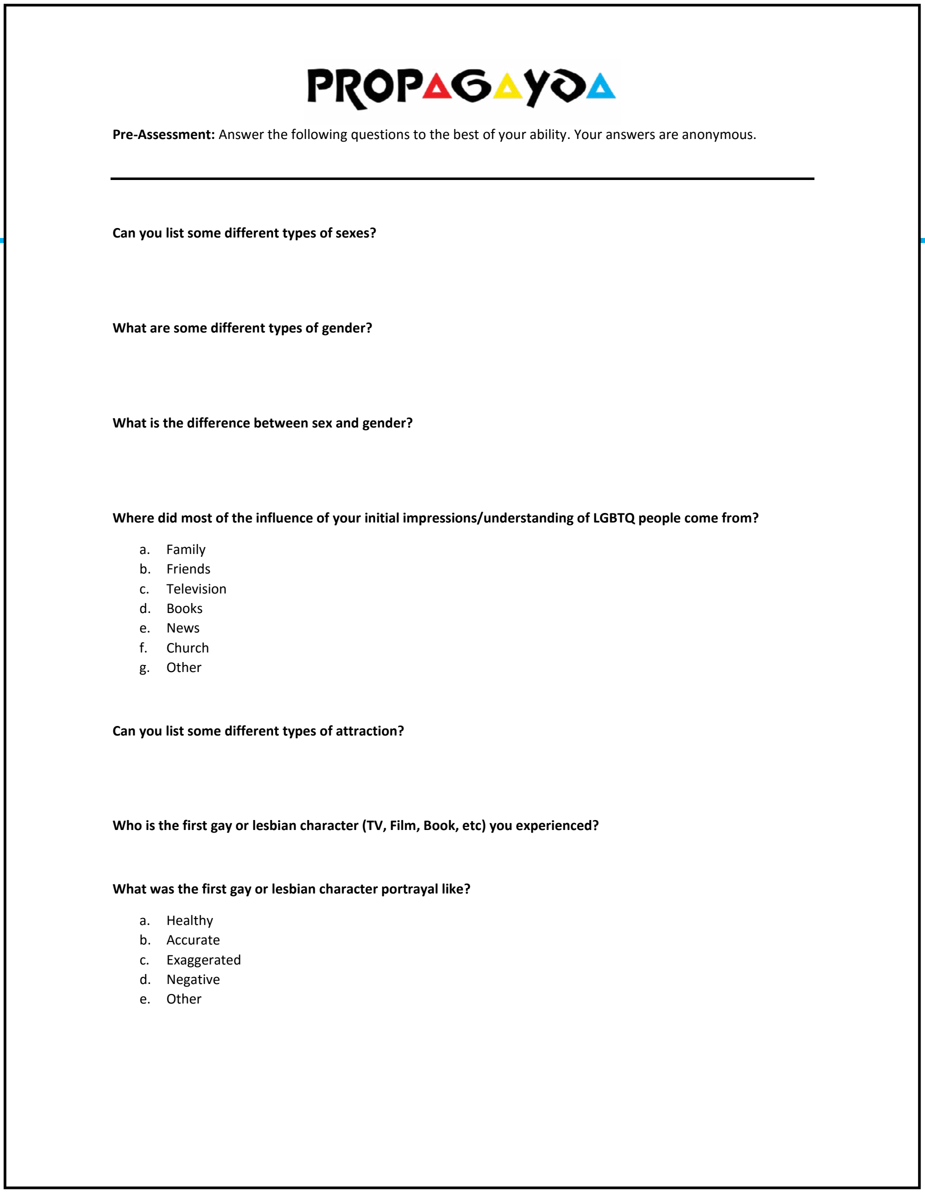
What are some different types of gender? *

What is the difference between sex and gender? *

Where did most of the influence of your initial impressions/understanding of LGBTQ people come from? *

● Family
○ Friends
○ Television
○ Books
○ News
○ Church
○ Other

Can you list some different types of attraction? *



PROPAGAYDA

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What are some different types of gender?

What is the difference between sex and gender?

Where did most of the influence of your initial impressions/understanding of LGBTQ people come from?

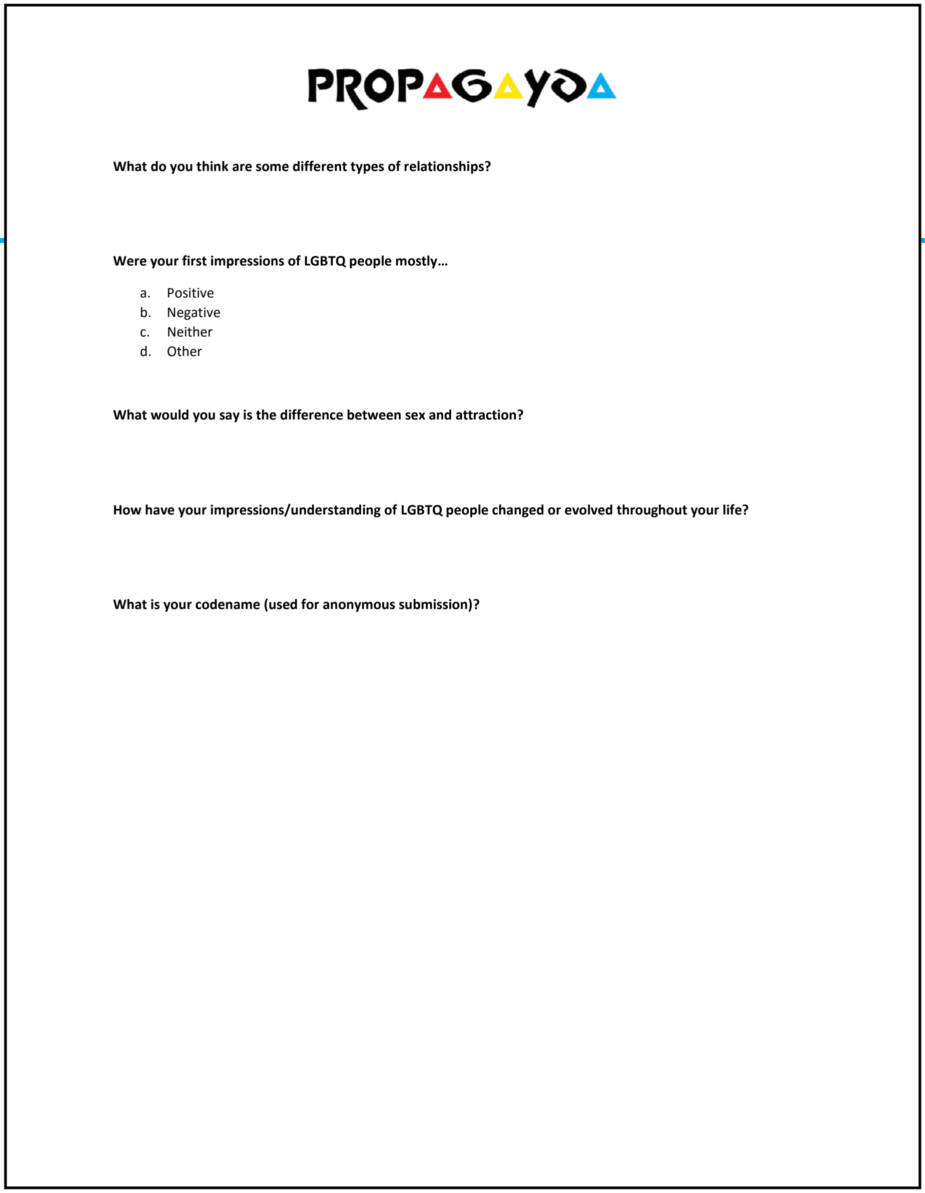
a. Family
b. Friends
c. Television
d. Books
e. News
f. Church
g. Other

Can you list some different types of attraction?

Who is the first gay or lesbian character (TV, Film, Book, etc) you experienced?

What was the first gay or lesbian character portrayal like?

a. Healthy
b. Accurate
c. Exaggerated
d. Negative
e. Other



PROPAGAYDA

What do you think are some different types of relationships?

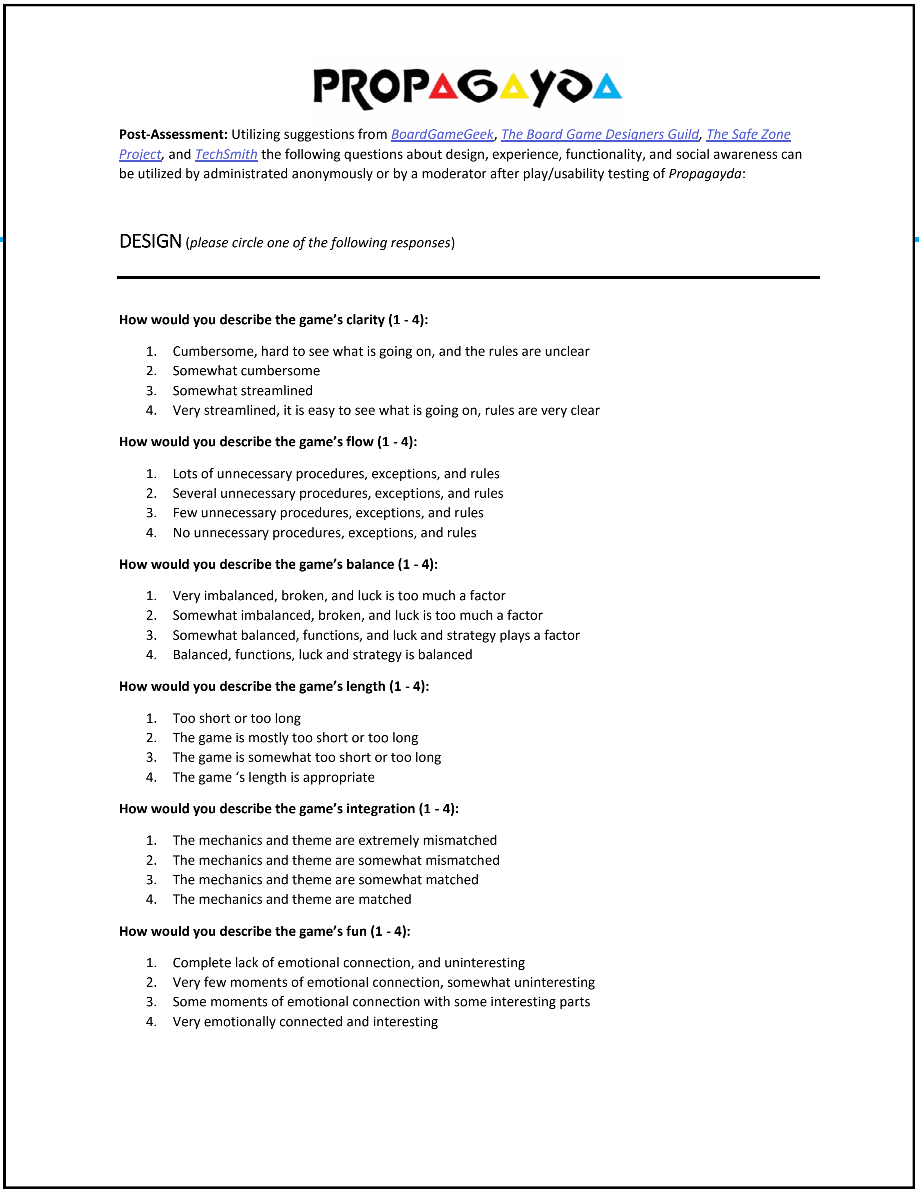
Were your first impressions of LGBTQ people mostly…

a. Positive
b. Negative
c. Neither
d. Other

What would you say is the difference between sex and attraction?

How have your impressions/understanding of LGBTQ people changed or evolved throughout your life?

What is your codename (used for anonymous submission)?



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How would you describe the game's clarity (1 - 4):

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How would you describe the game's flow (1 - 4):

1. Lots of unnecessary procedures, exceptions, and rules
2. Several unnecessary procedures, exceptions, and rules
3. Few unnecessary procedures, exceptions, and rules
4. No unnecessary procedures, exceptions, and rules

How would you describe the game's balance (1 - 4):

1. Very imbalanced, broken, and luck is too much a factor
2. Somewhat imbalanced, broken, and luck is too much a factor
3. Somewhat balanced, functions, and luck and strategy plays a factor
4. Balanced, functions, luck and strategy is balanced

How would you describe the game's length (1 - 4):

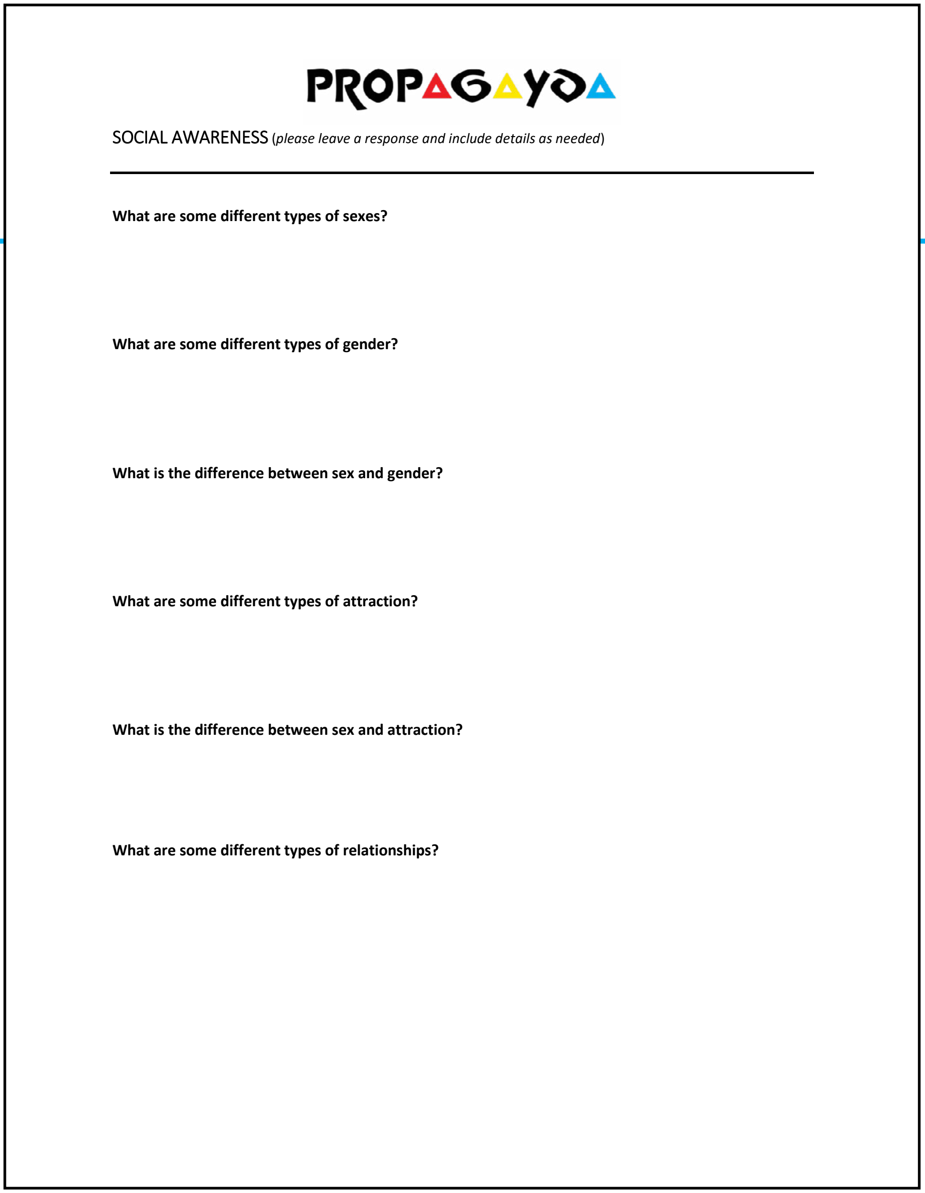
1. Too short or too long
2. The game is mostly too short or too long
3. The game is somewhat too short or too long
4. The game 's length is appropriate

How would you describe the game's integration (1 - 4):

1. The mechanics and theme are extremely mismatched
2. The mechanics and theme are somewhat mismatched
3. The mechanics and theme are somewhat matched
4. The mechanics and theme are matched

How would you describe the game's fun (1 - 4):

1. Complete lack of emotional connection, and uninteresting
2. Very few moments of emotional connection, somewhat uninteresting
3. Some moments of emotional connection with some interesting parts
4. Very emotionally connected and interesting



PROPAGAYDA

SOCIAL AWARENESS (*please leave a response and include details as needed*)

What are some different types of sexes?

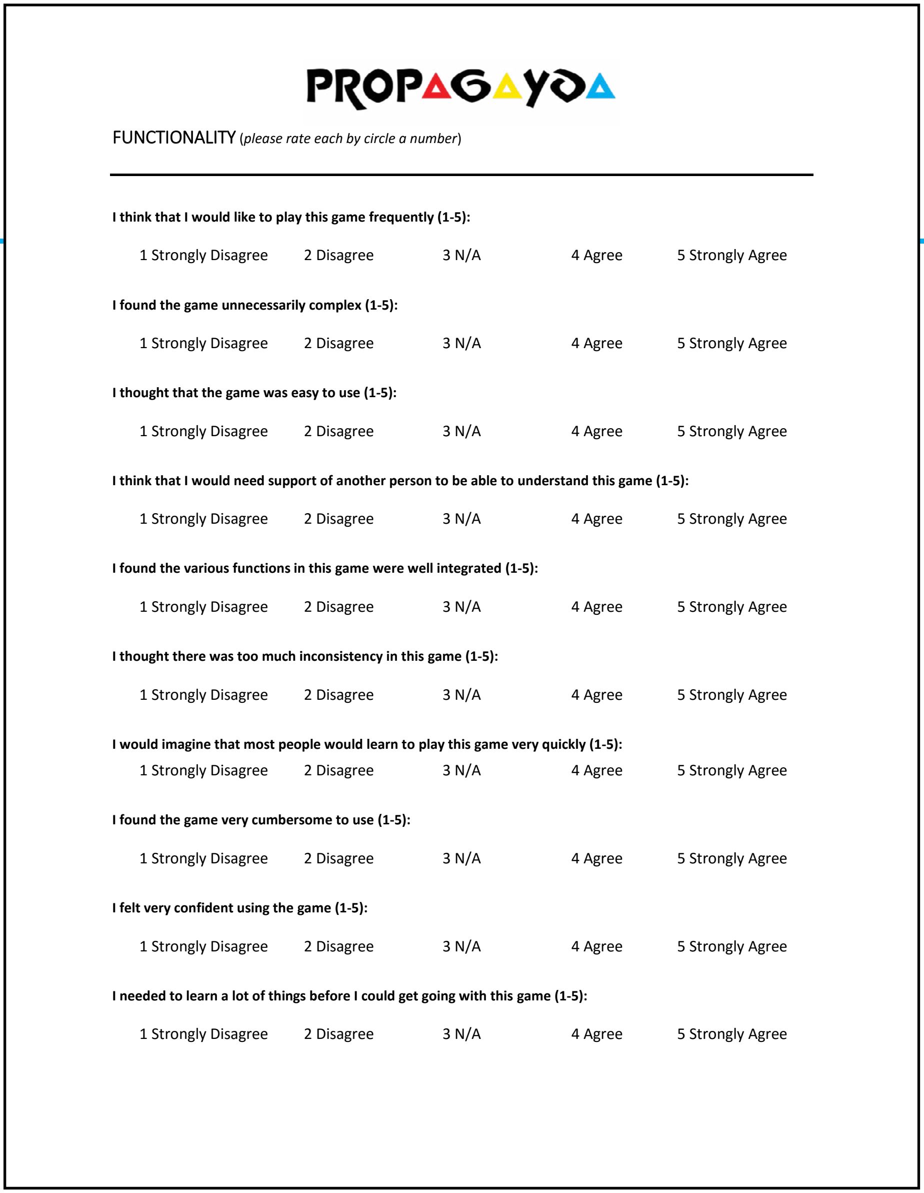
What are some different types of gender?

What is the difference between sex and gender?

What are some different types of attraction?

What is the difference between sex and attraction?

What are some different types of relationships?



PROPAGAYDA

FUNCTIONALITY (*please rate each by circle a number*)

I think that I would like to play this game frequently (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I found the game unnecessarily complex (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I thought that the game was easy to use (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I think that I would need support of another person to be able to understand this game (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I found the various functions in this game were well integrated (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I thought there was too much inconsistency in this game (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I would imagine that most people would learn to play this game very quickly (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I found the game very cumbersome to use (1-5):

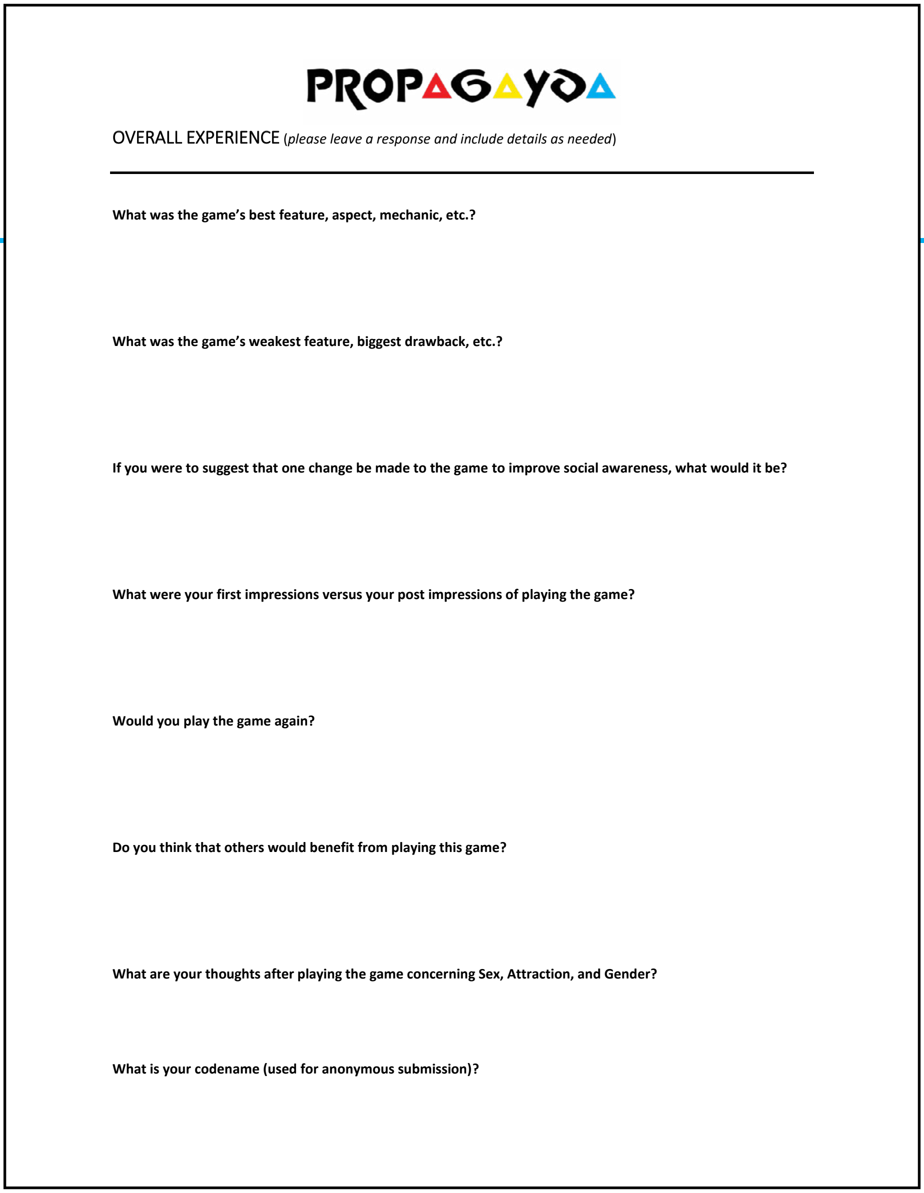
1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I felt very confident using the game (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree

I needed to learn a lot of things before I could get going with this game (1-5):

1 Strongly Disagree 2 Disagree 3 N/A 4 Agree 5 Strongly Agree



PROPAGAYDA

OVERALL EXPERIENCE (*please leave a response and include details as needed*)

What was the game's best feature, aspect, mechanic, etc.?

What was the game's weakest feature, biggest drawback, etc.?

If you were to suggest that one change be made to the game to improve social awareness, what would it be?

What were your first impressions versus your post impressions of playing the game?

Would you play the game again?

Do you think that others would benefit from playing this game?

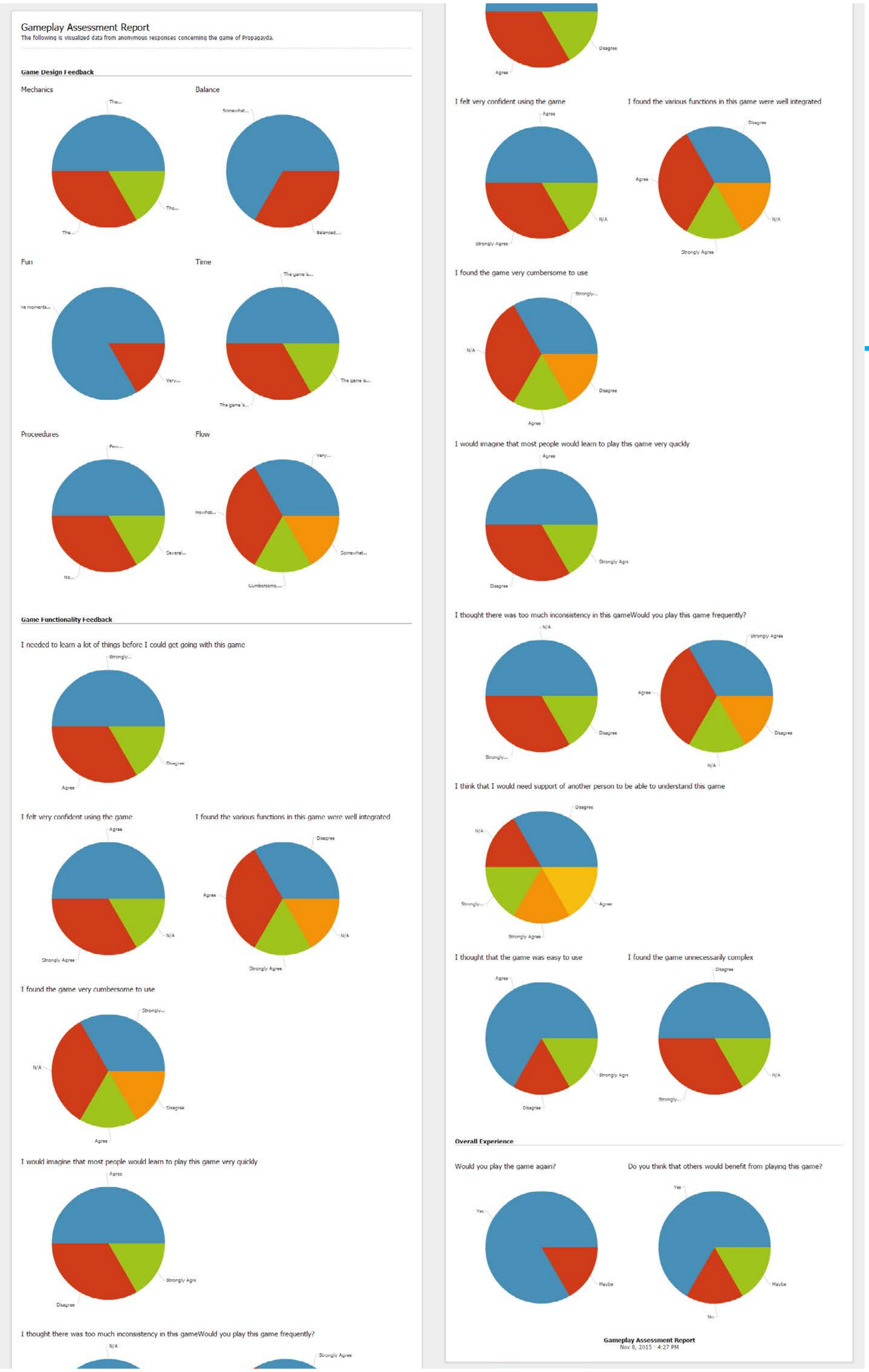
What are your thoughts after playing the game concerning Sex, Attraction, and Gender?

What is your codename (used for anonymous submission)?

Interactive Visual Data

All of the data that was conducted in the per-assessment and post-assessment is available online through interactive and responsive format, and in the following categories:

- Pre-Assessment Report
  https://timbroadwater.wufoo.com/reports/preassessment-report/
- Gameplay Assessment Report
  https://timbroadwater.wufoo.com/reports/gameplay-assessment-report/
- Post-Assessment Report
  https://timbroadwater.wufoo.com/reports/postassessment-report/



Gameplay Assessment Report

The following is visualized data from anonymous responses concerning the game of Propagayda.

Game Design Feedback

Mechanics

The...
The...
The...

Balance

Somewhat...
Balanced,...

Fun

ne moments...
Very...

Time

The game is...
The game is...
The game's...

Proceedures

Few...
Several...
No...

Flow

Very...
mewhat...
Somewhat...
Cumbersome,...

Game Functionality Feedback

I needed to learn a lot of things before I could get going with this game

Strongly...
Disagree
Agree

I felt very confident using the game

Agree
N/A
Strongly Agree

I found the various functions in this game were well integrated

Disagree
Agree
N/A
Strongly Agree

I found the game very cumbersome to use

Strongly...
N/A
Disagree
Agree

I would imagine that most people would learn to play this game very quickly

Agree
Strongly Agre
Disagree

I thought there was too much inconsistency in this gameWould you play this game frequently?

N/A
Strongly Agree

I felt very confident using the game

I found the various functions in this game were well integrated

I found the game very cumbersome to use

I would imagine that most people would learn to play this game very quickly

I thought there was too much inconsistency in this gameWould you play this game frequently?

N/A
Disagree
Strongly...
Strongly Agree
Agree
Disagree
N/A

I think that I would need support of another person to be able to understand this game

Disagree
N/A
Strongly...
Agree
Strongly Agree

I thought that the game was easy to use

Agree
Strongly Agre
Disagree

I found the game unnecessarily complex

Disagree
N/A
Strongly...

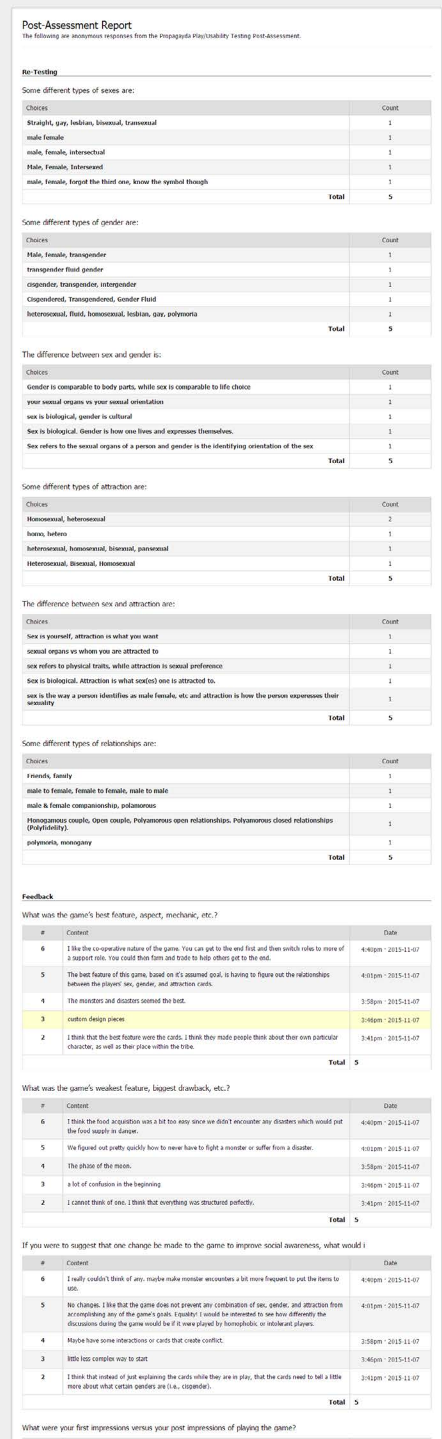
Overall Experience

Would you play the game again?

Do you think that others would benefit from playing this game?

Yes
Maybe
No

Gameplay Assessment Report
Nov 8, 2015 · 4:27 PM



Post-Assessment Report

The following are anonymous responses from the Propagayda Play/Usability Testing Post-Assessment.

Re-Testing

Some different types of sexes are:

Choices	Count
Straight, gay, lesbian, bisexual, transexual	1
male female	1
male, female, intersectual	1
Male, Female, Intersexed	1
male, female, forgot the third one, know the symbol though	1
Total	**5**

Some different types of gender are:

Choices	Count
Male, female, transgender	1
transgender fluid gender	1
cisgender, transgender, intergender	1
Cisgendered, Transgendered, Gender Fluid	1
heterosexual, fluid, homosexual, lesbian, gay, polymoria	1
Total	**5**

The difference between sex and gender is:

Choices	Count
Gender is comparable to body parts, while sex is comparable to life choice	1
your sexual organs vs your sexual orientation	1
sex is biological, gender is cultural	1
Sex is biological. Gender is how one lives and expresses themselves.	1
Sex refers to the sexual organs of a person and gender is the identifying orientation of the sex	1
Total	**5**

Some different types of attraction are:

Choices	Count
Homosexual, heterosexual	2
homo, hetero	1
heterosexual, homosexual, bisexual, pansexual	1
Heterosexual, Bisexual, Homosexual	1
Total	**5**

The difference between sex and attraction are:

Choices	Count
Sex is yourself, attraction is what you want	1
sexual organs vs whom you are attracted to	1
sex refers to physical traits, while attraction is sexual preference	1
Sex is biological. Attraction is what sex(es) one is attracted to.	1
sex is the way a person identifies as male female, etc and attraction is how the person experesses their sexuality	1
Total	**5**

Some different types of relationships are:

Choices	Count
Friends, family	1
male to female, female to female, male to male	1
male & female companionship, polamorous	1
Monogamous couple, Open couple, Polyamorous open relationships. Polyamorous closed relationships (Polyfidelity).	1
polymoria, monogany	1
Total	**5**

Feedback

What was the game's best feature, aspect, mechanic, etc.?

#	Content	Date
6	I like the co-operative nature of the game. You can get to the end first and then switch roles to more of a support role. You could then farm and trade to help others get to the end.	4:40pm · 2015-11-07
5	The best feature of this game, based on it's assumed goal, is having to figure out the relationships between the players' sex, gender, and attraction cards.	4:01pm · 2015-11-07
4	The monsters and disasters seemed the best.	3:58pm · 2015-11-07
3	custom design pieces	3:46pm · 2015-11-07
2	I think that the best feature were the cards. I think they made people think about their own particular character, as well as their place within the tribe.	3:41pm · 2015-11-07
	Total	**5**

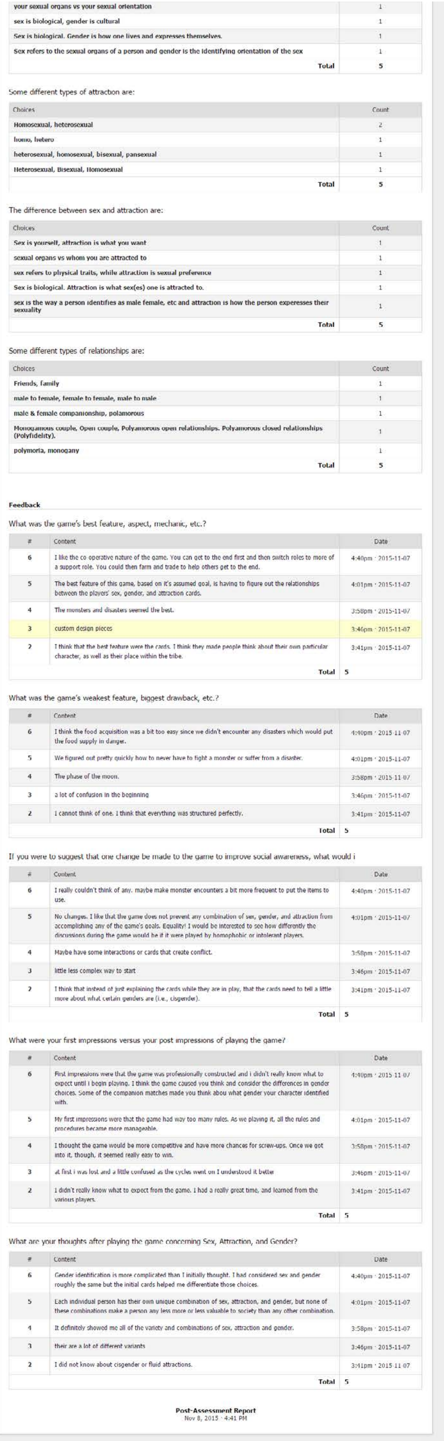
What was the game's weakest feature, biggest drawback, etc.?

#	Content	Date
6	I think the food acquisition was a bit too easy since we didn't encounter any disasters which would put the food supply in danger.	4:40pm · 2015-11-07
5	We figured out pretty quickly how to never have to fight a monster or suffer from a disaster.	4:01pm · 2015-11-07
4	The phase of the moon.	3:58pm · 2015-11-07
3	a lot of confusion in the beginning	3:46pm · 2015-11-07
2	I cannot think of one. I think that everything was structured perfectly.	3:41pm · 2015-11-07
	Total	**5**

If you were to suggest that one change be made to the game to improve social awareness, what would i

#	Content	Date
6	I really couldn't think of any. maybe make monster encounters a bit more frequent to put the items to use.	4:40pm · 2015-11-07
5	No changes. I like that the game does not prevent any combination of sex, gender, and attraction from accomplishing any of the game's goals. Equality! I would be interested to see how differently the discussions during the game would be if it were played by homophobic or intolerant players.	4:01pm · 2015-11-07
4	Maybe have some interactions or cards that create conflict.	3:58pm · 2015-11-07
3	little less complex way to start	3:46pm · 2015-11-07
2	I think that instead of just explaining the cards while they are in play, that the cards need to tell a little more about what certain genders are (i.e., cisgender).	3:41pm · 2015-11-07
	Total	**5**

What were your first impressions versus your post impressions of playing the game?



your sexual organs vs your sexual orientation	1
sex is biological, gender is cultural	1
Sex is biological. Gender is how one lives and expresses themselves.	1
Sex refers to the sexual organs of a person and gender is the identifying orientation of the sex	1
Total	**5**

Some different types of attraction are:

Choices	Count
Homosexual, heterosexual	2
homo, hetero	1
heterosexual, homosexual, bisexual, pansexual	1
Heterosexual, Bisexual, Homosexual	1
Total	**5**

The difference between sex and attraction are:

Choices	Count
Sex is yourself, attraction is what you want	1
sexual organs vs whom you are attracted to	1
sex refers to physical traits, while attraction is sexual preference	1
Sex is biological. Attraction is what sex(es) one is attracted to.	1
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Total	**5**

Some different types of relationships are:

Choices	Count
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Monogamous couple, Open couple, Polyamorous open relationships. Polyamorous closed relationships (Polyfidelity).	1
polymoria, monogany	1
Total	**5**

Feedback

What was the game's best feature, aspect, mechanic, etc.?

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If you were to suggest that one change be made to the game to improve social awareness, what would i

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5	No changes. I like that the game does not prevent any combination of sex, gender, and attraction from accomplishing any of the game's goals. Equality! I would be interested to see how differently the discussions during the game would be if it were played by homophobic or intolerant players.	4:01pm · 2015-11-07
4	Maybe have some interactions or cards that create conflict.	3:58pm · 2015-11-07
3	little less complex way to start	3:46pm · 2015-11-07
2	I think that instead of just explaining the cards while they are in play, that the cards need to tell a little more about what certain genders are (i.e., cisgender).	3:41pm · 2015-11-07
	Total	**5**

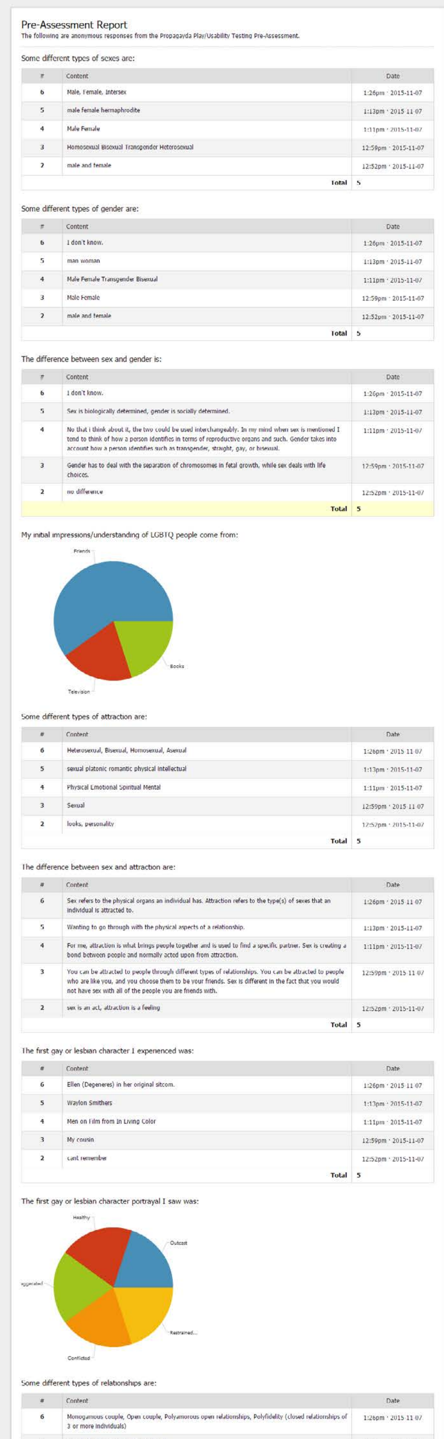
What were your first impressions versus your post impressions of playing the game?

#	Content	Date
6	First impressions were that the game was professionally constructed and i didn't really know what to expect until i begin playing. I think the game caused you think and consider the differences in gender choices. Some of the companion matches made you think abou what gender your character identified with.	4:40pm · 2015-11-07
5	My first impressions were that the game had way too many rules. As we playing it, all the rules and procedures became more manageable.	4:01pm · 2015-11-07
4	I thought the game would be more competitive and have more chances for screw-ups. Once we got into it, though, it seemed really easy to win.	3:58pm · 2015-11-07
3	at first i was lost and a little confused as the cycles went on I understood it better	3:46pm · 2015-11-07
2	I didn't really know what to expect from the game. I had a really great time, and learned from the various players.	3:41pm · 2015-11-07
	Total	**5**

What are your thoughts after playing the game concerning Sex, Attraction, and Gender?

#	Content	Date
6	Gender identification is more complicated than I initially thought. I had considered sex and gender roughly the same but the initial cards helped me differentiate those choices.	4:40pm · 2015-11-07
5	Each individual person has their own unique combination of sex, attraction, and gender, but none of these combinations make a person any less more or less valuable to society than any other combination.	4:01pm · 2015-11-07
4	It definitely showed me all of the variety and combinations of sex, attraction and gender.	3:58pm · 2015-11-07
3	their are a lot of different variants	3:46pm · 2015-11-07
2	I did not know about cisgender or fluid attractions.	3:41pm · 2015-11-07
	Total	**5**

Post-Assessment Report
Nov 8, 2015 · 4:41 PM



Pre-Assessment Report

The following are anonymous responses from the Propagayda Play/Usability Testing Pre-Assessment.

Some different types of sexes are:

#	Content	Date
6	Male, Female, Intersex	1:26pm · 2015-11-07
5	male female hermaphrodite	1:13pm · 2015-11-07
4	Male Female	1:11pm · 2015-11-07
3	Homosexual Bisexual Transgender Heterosexual	12:59pm · 2015-11-07
2	male and female	12:52pm · 2015-11-07
	Total	**5**

Some different types of gender are:

#	Content	Date
6	I don't know.	1:26pm · 2015-11-07
5	man woman	1:13pm · 2015-11-07
4	Male Female Transgender Bisexual	1:11pm · 2015-11-07
3	Male Female	12:59pm · 2015-11-07
2	male and female	12:52pm · 2015-11-07
	Total	**5**

The difference between sex and gender is:

#	Content	Date
6	I don't know.	1:26pm · 2015-11-07
5	Sex is biologically determined, gender is socially determined.	1:13pm · 2015-11-07
4	No that i think about it, the two could be used interchangeably. In my mind when sex is mentioned I tend to think of how a person identifies in terms of reproductive organs and such. Gender takes into account how a person identifies such as transgender, straight, gay, or bisexual.	1:11pm · 2015-11-07
3	Gender has to deal with the separation of chromosomes in fetal growth, while sex deals with life choices.	12:59pm · 2015-11-07
2	no difference	12:52pm · 2015-11-07
	Total	**5**

My initial impressions/understanding of LGBTQ people come from:

Some different types of attraction are:

#	Content	Date
6	Heterosexual, Bisexual, Homosexual, Asexual	1:26pm · 2015-11-07
5	sexual platonic romantic physical intellectual	1:13pm · 2015-11-07
4	Physical Emotional Spiritual Mental	1:11pm · 2015-11-07
3	Sexual	12:59pm · 2015-11-07
2	looks, personality	12:52pm · 2015-11-07
	Total	**5**

The difference between sex and attraction are:

#	Content	Date
6	Sex refers to the physical organs an individual has. Attraction refers to the type(s) of sexes that an individual is attracted to.	1:26pm · 2015-11-07
5	Wanting to go through with the physical aspects of a relationship.	1:13pm · 2015-11-07
4	For me, attraction is what brings people together and is used to find a specific partner. Sex is creating a bond between people and normally acted upon from attraction.	1:11pm · 2015-11-07
3	You can be attracted to people through different types of relationships. You can be attracted to people who are like you, and you choose them to be your friends. Sex is different in the fact that you would not have sex with all of the people you are friends with.	12:59pm · 2015-11-07
2	sex is an act, attraction is a feeling	12:52pm · 2015-11-07
	Total	**5**

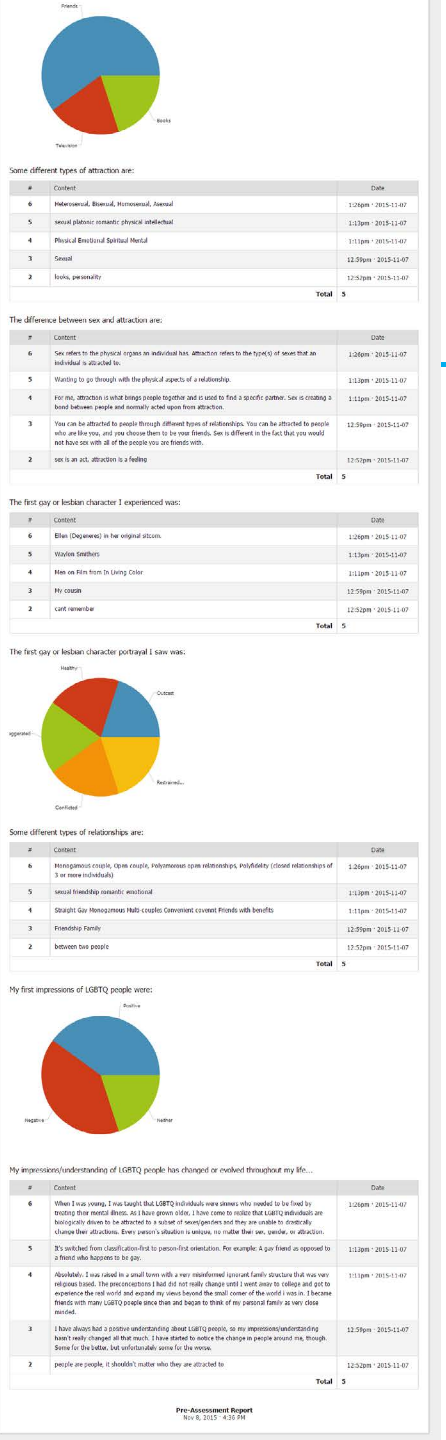
The first gay or lesbian character I experienced was:

#	Content	Date
6	Ellen (Degeneres) in her original sitcom.	1:26pm · 2015-11-07
5	Waylon Smithers	1:13pm · 2015-11-07
4	Men on Film from In Living Color	1:11pm · 2015-11-07
3	My cousin	12:59pm · 2015-11-07
2	cant remember	12:52pm · 2015-11-07
	Total	**5**

The first gay or lesbian character portrayal I saw was:

Some different types of relationships are:

#	Content	Date
6	Monogamous couple, Open couple, Polyamorous open relationships, Polyfidelity (closed relationships of 3 or more individuals)	1:26pm · 2015-11-07



Some different types of attraction are:

#	Content	Date
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4	Physical Emotional Spiritual Mental	1:11pm · 2015-11-07
3	Sexual	12:59pm · 2015-11-07
2	looks, personality	12:52pm · 2015-11-07
	Total	**5**

The difference between sex and attraction are:

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6	Sex refers to the physical organs an individual has. Attraction refers to the type(s) of sexes that an individual is attracted to.	1:26pm · 2015-11-07
5	Wanting to go through with the physical aspects of a relationship.	1:13pm · 2015-11-07
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3	You can be attracted to people through different types of relationships. You can be attracted to people who are like you, and you choose them to be your friends. Sex is different in the fact that you would not have sex with all of the people you are friends with.	12:59pm · 2015-11-07
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2	cant remember	12:52pm · 2015-11-07
	Total	**5**

The first gay or lesbian character portrayal I saw was:

Some different types of relationships are:

#	Content	Date
6	Monogamous couple, Open couple, Polyamorous open relationships, Polyfidelity (closed relationships of 3 or more individuals)	1:26pm · 2015-11-07
5	sexual friendship romantic emotional	1:13pm · 2015-11-07
4	Straight Gay Monogamous Multi-couples Convenient covennt Friends with benefits	1:11pm · 2015-11-07
3	Friendship Family	12:59pm · 2015-11-07
2	between two people	12:52pm · 2015-11-07
	Total	**5**

My first impressions of LGBTQ people were:

My impressions/understanding of LGBTQ people has changed or evolved throughout my life...

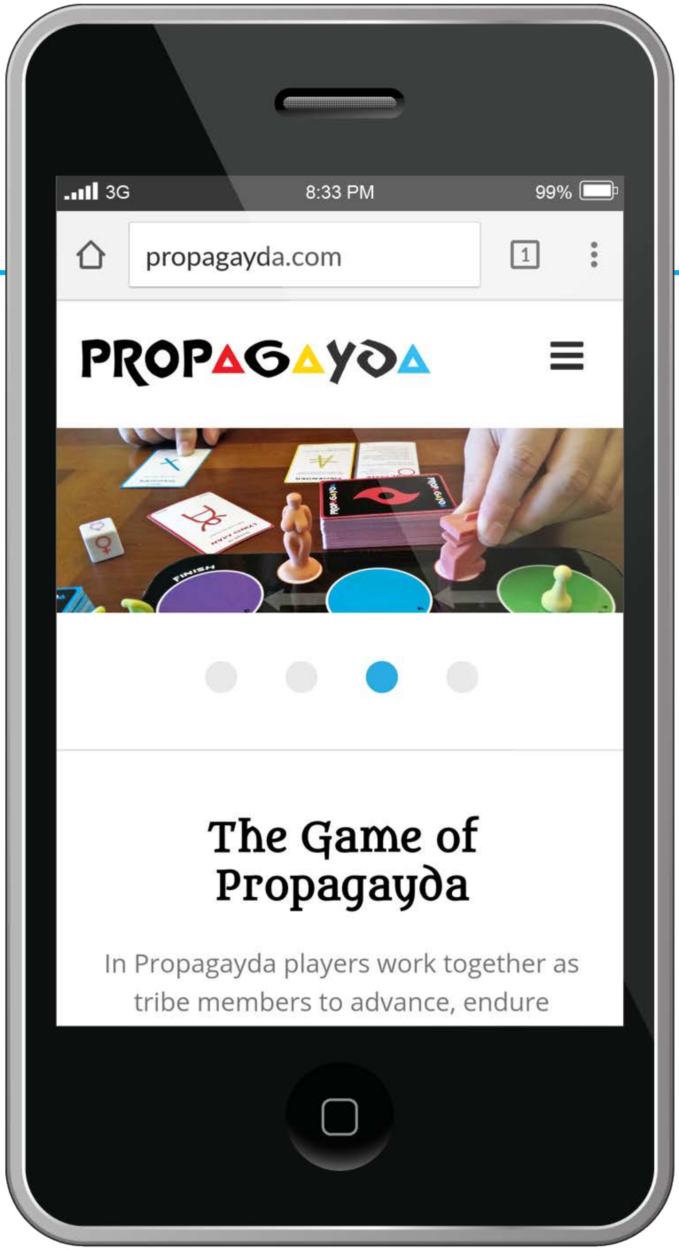
#	Content	Date
6	When I was young, I was taught that LGBTQ individuals were sinners who needed to be fixed by treating their mental illness. As I have grown older, I have come to realize that LGBTQ individuals are biologically driven to be attracted to a subset of sexes/genders and they are unable to drastically change their attractions. Every person's situation is unique, no matter their sex, gender, or attraction.	1:26pm · 2015-11-07
5	It's switched from classification-first to person-first orientation. For example: A gay friend as opposed to a friend who happens to be gay.	1:13pm · 2015-11-07
4	Absolutely. I was raised in a small town with a very misinformed ignorant family structure that was very religious based. The preconceptions I had did not really change until I went away to college and got to experience the real world and expand my views beyond the small corner of the world i was in. I became friends with many LGBTQ poeple since then and began to think of my personal family as very close minded.	1:11pm · 2015-11-07
3	I have always had a positive understanding about LGBTQ people, so my impressions/understanding hasn't really changed all that much. I have started to notice the change in people around me, though. Some for the better, but unfortunately some for the worse.	12:59pm · 2015-11-07
2	people are people, it shouldn't matter who they are attracted to	12:52pm · 2015-11-07
	Total	**5**

Pre-Assessment Report
Nov 8, 2015 · 4:36 PM

Propagayda Website

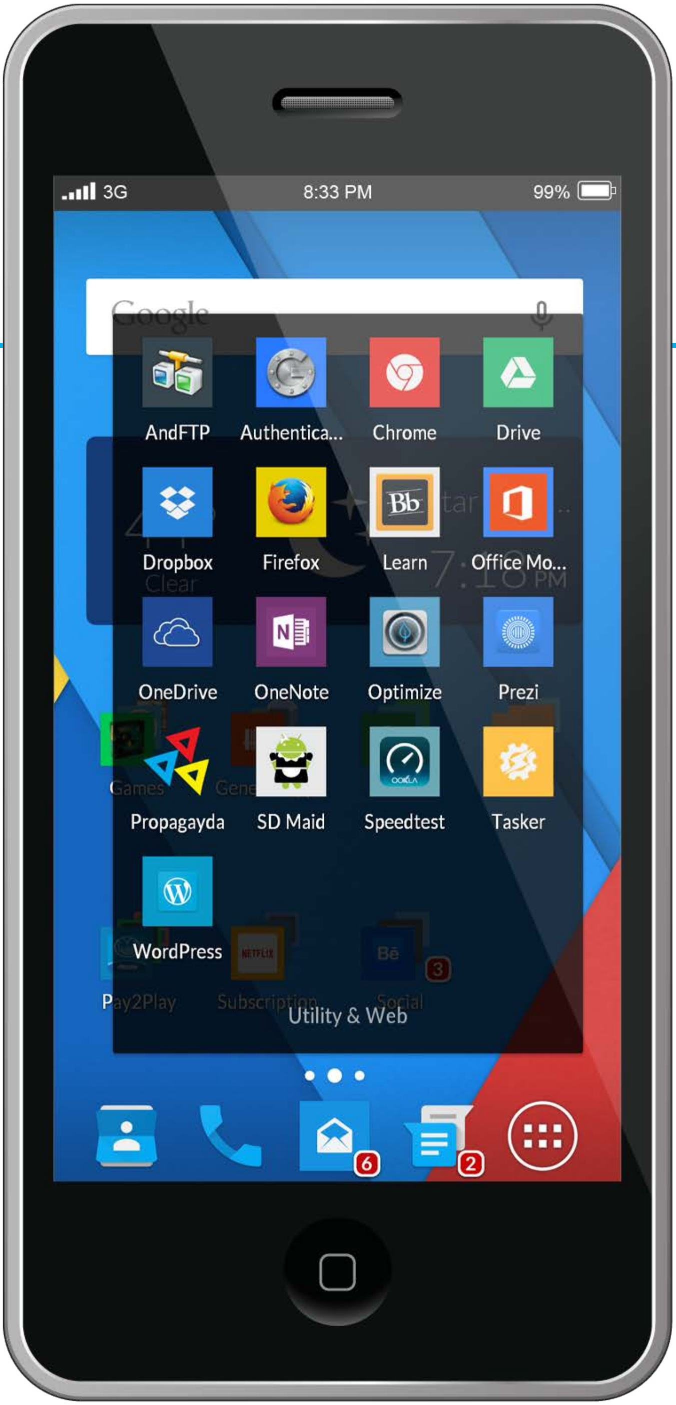
The Propagayda website at http://www.propagayda.com/ is the presentation of the entirety of the MFA thesis. It hosts all of the assets - assessment materials, data visualization, dynamic links to 3D printing, gameboard, rules, card printing, written thesis, video, design brief, etc. - while simultaneously exhibiting and presenting the game to the world for download, implementation, feedback, and revision.

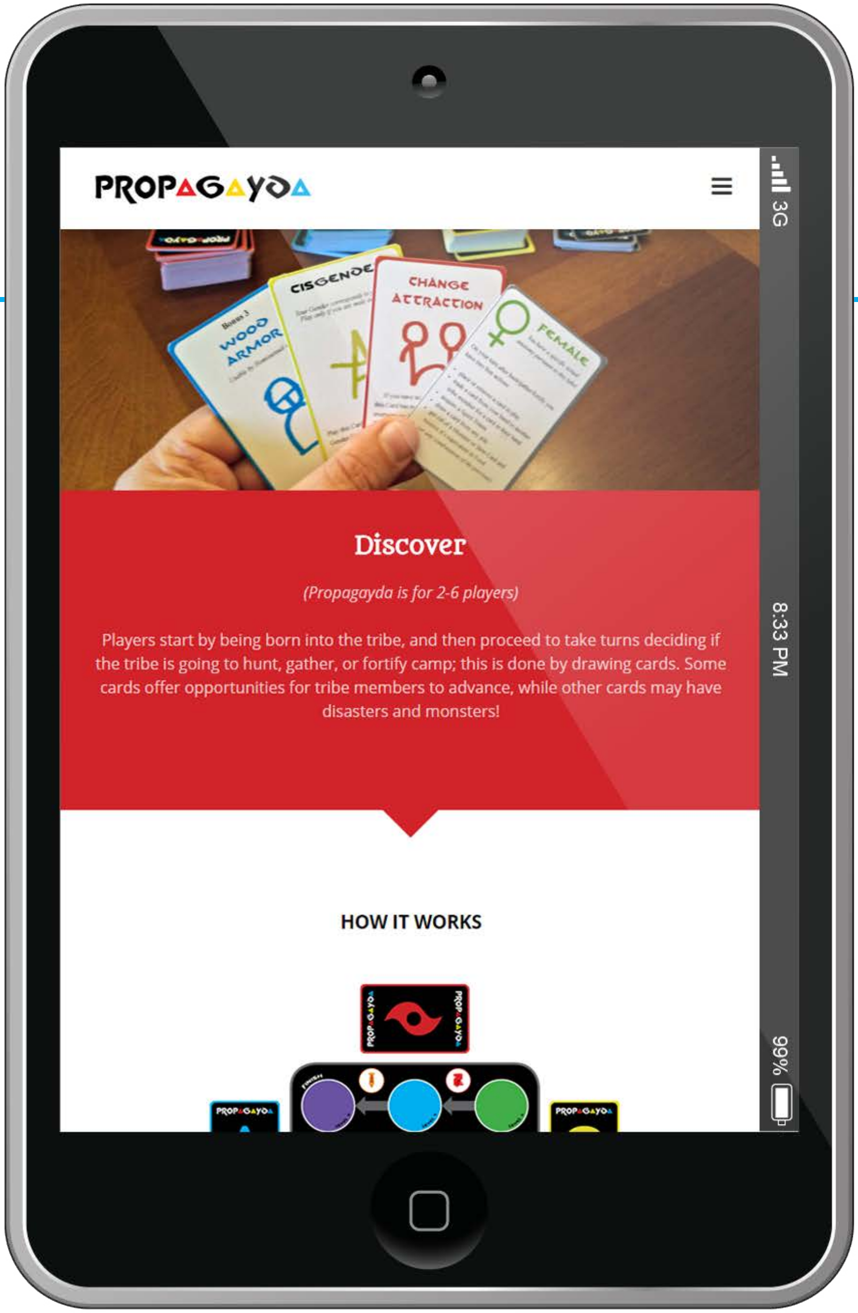
The website has been designed in HTML5 with custom JavaScript and SASS into an accessible and responsive format, while integrating 3rd-party applications such as Google Analytics and Wuforms.



The Game of Propagayda

In Propagayda players work together as tribe members to advance, endure


3G
8:33 PM
99%
Google
AndFTP
Authentica...
Chrome
Drive
Dropbox
Firefox
Learn
Office Mo...
OneDrive
OneNote
Optimize
Prezi
Propagayda
SD Maid
Speedtest
Tasker
WordPress
Utility & Web

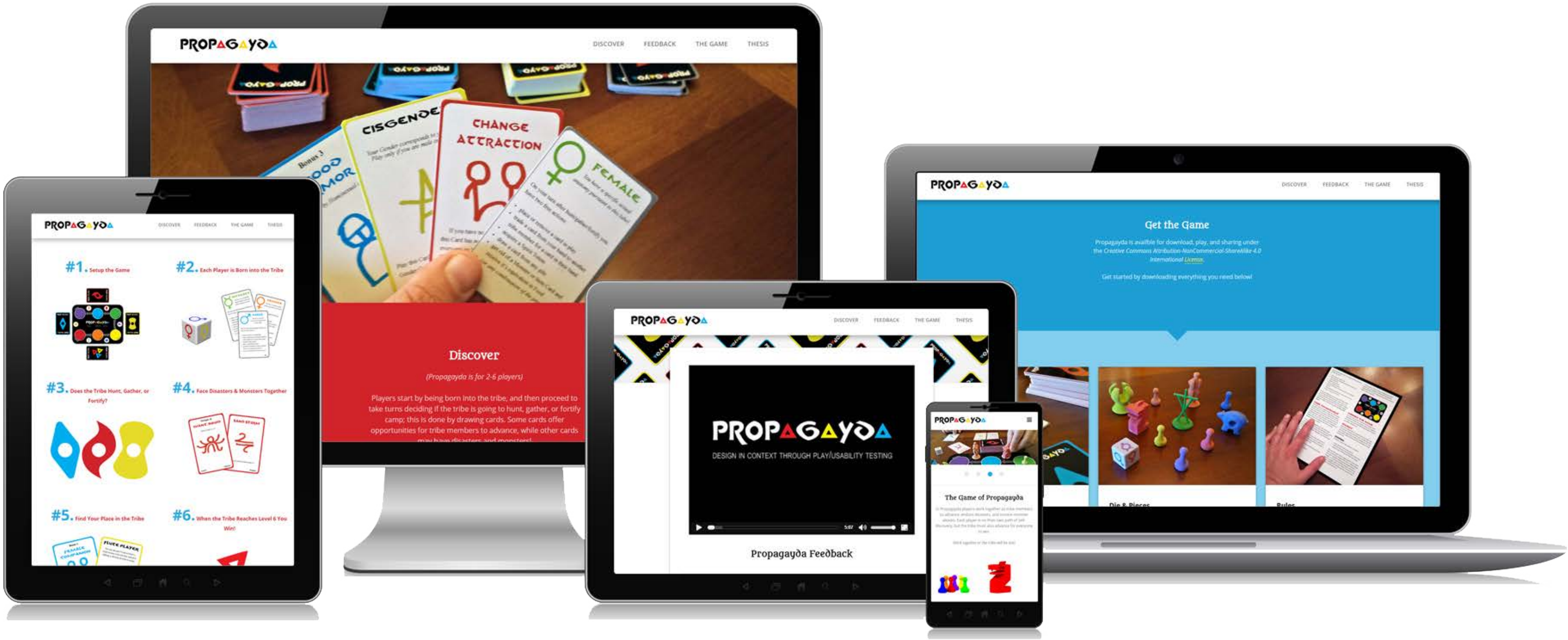

PROPAGAYDA
3G
8:33 PM
99%

Discover

(Propagayda is for 2-6 players)

Players start by being born into the tribe, and then proceed to take turns deciding if the tribe is going to hunt, gather, or fortify camp; this is done by drawing cards. Some cards offer opportunities for tribe members to advance, while other cards may have disasters and monsters!

HOW IT WORKS


PROPAGAYDA
DISCOVER
FEEDBACK
THE GAME
THESIS
#1. Setup the Game
#2. Each Player is Born into the Tribe
#3. Does the Tribe Hunt, Gather, or Fortify?
#4. Face Disasters & Monsters Together
#5. Find Your Place in the Tribe
#6. When the Tribe Reaches Level 6 You Win!
CISGENDER
CHANGE ATTRACTION
FEMALE
DESIGN IN CONTEXT THROUGH PLAY/USABILITY TESTING
Propagayda Feedback
The Game of Propagayda
Die & Pieces
Rules

Discover

(Propagayda is for 2-6 players)

Players start by being born into the tribe, and then proceed to take turns deciding if the tribe is going to hunt, gather, or fortify camp; this is done by drawing cards. Some cards offer opportunities for tribe members to advance, while other cards may have disasters and monsters!

Get the Game

Propagayda is avalible for download, play, and sharing under the *Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.*

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