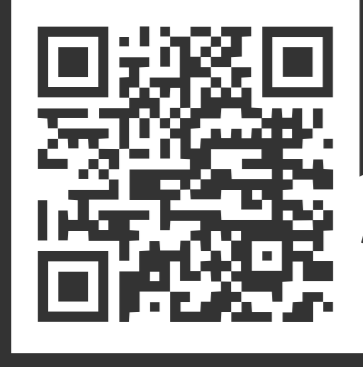


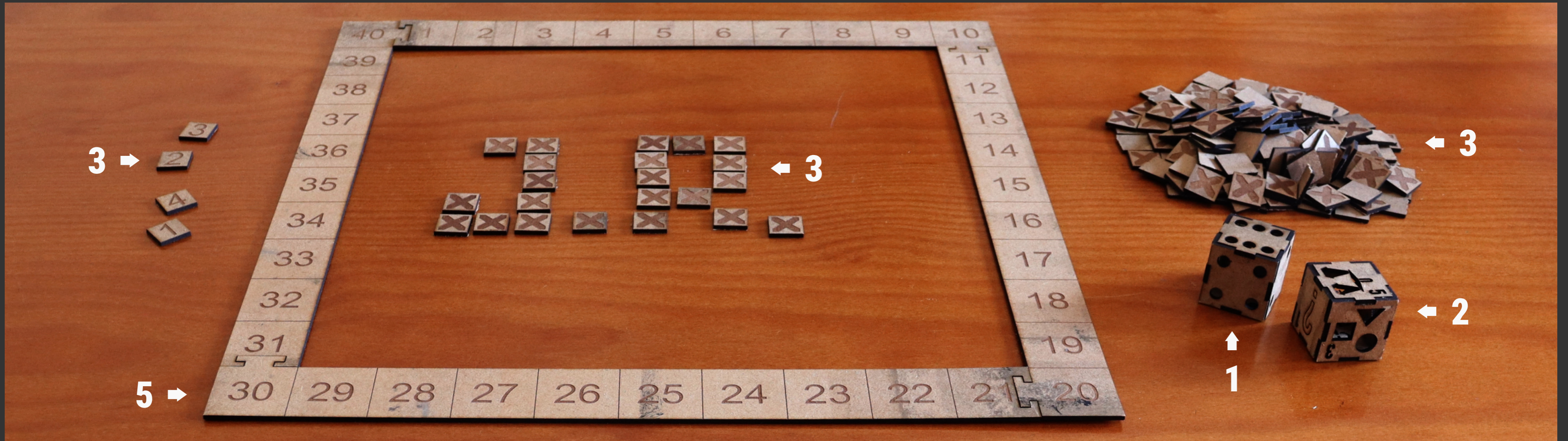
# A FRAMEWORK TO DESIGN AND ANALYZE GAMES TO CULTIVATE CREATIVE LITERACY



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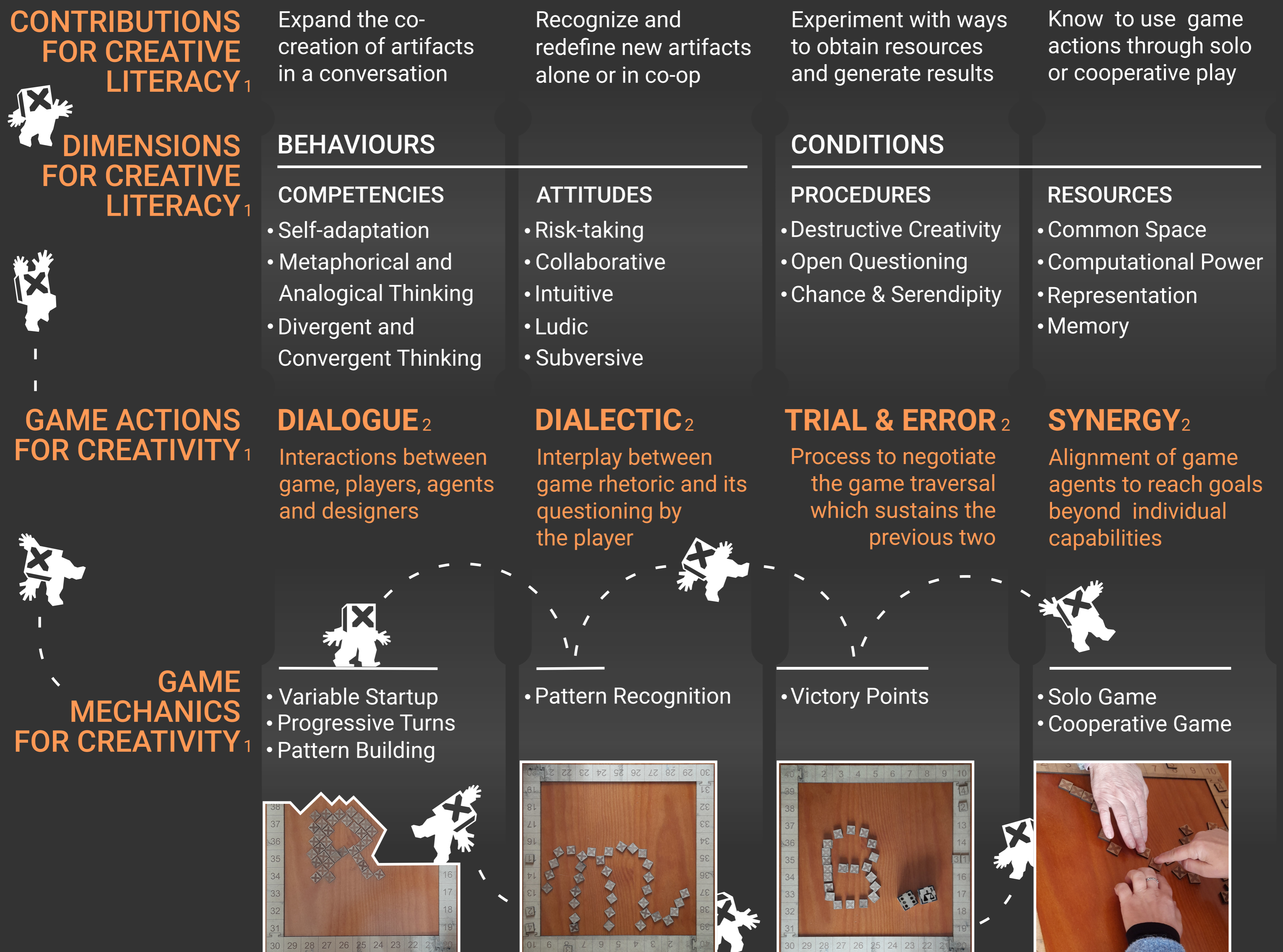
**OBJECTIVES**  
Augment the creativity of players by playing games designed with creative allowances

**CONTEXT**  
Creative abilities are key to thriving in today's economic, social, and cultural settings, something that calls for cultivating creative literacy, the capacity to enhance and capitalise on one's creative potential. This poster revisits early theoretical work, a framework to design and analyse games to augment their players, creativity, and a prototype *Design and Improvisation: Letterform* (2021), as inspiration to advance research. Methodology follows game close readings to frame practices which are then analysed to inspire new designs



*Design and Improvisation: Letterform* (2021), is a turn-based game for co-creating letters from players' contributions. Players roll a regular dice (1) to set the number of pixels to use, and a customised dice (2) to determine a font aspect to elaborate shape, weight, size, symmetry, or a self-determined aspect. Players' actions unfold on top of each other's contributions, through the adding, subtracting, and manipulating of pixel tokens (3) to address the custom dice roll. Scoring is obtained by the sum of results from both rolls, which is recorded using player tokens (4) in the numbered gameboard path (5). The game finishes when the end of the path is reached, or when all players agree on an outcome

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The framework operates within two vectors: 1) game aspects to support play and design cycles, Trial-and-error, Synergy, Dialogue and Dialectic, grouped into sets of Procedures, Resources, Competencies and Attitudes; 2) game categories for augmenting creativity - Mechanics that prompt Actions that fit Dimensions which entail Contributions for Creative Literacy. A flow using both vectors by *Design and Improvisation: Letterform* (2021) is illustrated next



**RESULTS AND FUTURE STUDIES**  
This prototype was revisited due to its intelligibility, which enables players to make sense of and relate to its subjects, and the fun that emerges from its gameplay which fuels the players' engagement. The simple operation paves the game's intelligibility, something achieved by encapsulating the framework's aspects in clear mechanics that enable solo and cooperative play. Intelligibility is grounded on the game's gameplay driven by the players' background experiences and ways to act, which makes the game worth embarking on regardless of its goals. Finally, the prototype opens pleasurable creative spaces, like those that emanate from the player's desire to help or interfere in other's turns

Future prototyping should be aimed at an intelligible design sweet spot between overloading and depriving players of information, as too much overwhelms players preventing them from extracting game meanings, too little, leads to the game's dismissal. This sweet spot is presented here with *Design and Improvisation: Letterform* (2021), as its simplicity coupled with complex thinking prompted by dice throws allows players to quickly create results to their liking