

Homeland: High Concept

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October 5, 2004 | Michigan State University

High Concept

A social studies collectible card game (CCG): Bring together the best government, science, and culture in a deck, then lead your country to victory against other players. Unlike most commercial CCGs, the goals will be constructive instead of destructive, although players will have options for prospering at the expense of others. Many students are familiar with the gameplay of CCGs, and their potential engagement and replay value are high. This game will take advantage of these affordances to support of a meaningful curriculum.

Features

- **Compelling**
 - Familiar, engaging gameplay, from favorites like *Magic*, *Yu-Gi-Oh!* and *Civilization*
 - Unique themes and dynamics from social studies
 - Content includes government, economics, diplomacy, and culture
 - Animated interface with real-world ideas, quotes, and pictures
- **Expandable**
 - Teachers can give students new cards, e.g., for completing in-class assignments
 - Theme- or era-specific expansions like *The Industrial Revolution* and *Civil Rights*
- **Customizable**
 - Students can trade cards with each other, to develop specific strategies and decks
 - User-friendly interface for trading and sorting cards, and for creating decks
 - Creating decks fosters planning and critical thinking
 - Playing customized decks fosters excitement, ownership, and problem solving
 - Iterative process of creating decks and playing fosters creativity and adaptation
- **Varied**
 - Many different cards for many possible strategies
 - *Resources*, e.g., expendable and renewable, for building other cards
 - *Wisdom*, e.g., science, knowledge, and culture
 - *Prosperity*, e.g., industry and internal commerce
 - *Unity*, e.g., heritage and common values
 - *Force*, e.g., armies, for defending or seizing resources
 - *Diplomacy*, e.g., treaties
 - *Trade*, e.g., exchange resources between nations
- **Cooperative and competitive gameplay**
 - Victory condition is goal-based
 - Each player adds goals to the pool at the start of a game
 - Any player can win with any combination of goals

- **High replay value**
 - Scalable from 2 to 4 players
 - Different pools of goals make every game different
 - Randomly drawing cards makes every game different
- **Play anywhere**
 - Browser delivery allows almost any student to play from almost any computer
 - Students can meet, trade, and play online, in school and out
- **Measurable progress**
 - Extensive tracking of statistics: Time online, number of games, victories, preferred cards, etc.
 - Teachers can monitor student activity and performance

Overview

Player Motivation

Assume the role of head of state, building a unique, fictional country while interacting with other players and their counties. Create a deck using a variety of cards. Use randomly-drawn cards to achieve constructive goals before other players.

Genre

- Strategic collectible card game

Target Customers

- Social studies teachers and their students, in grades 6-9

Unique Selling Points

- Challenge and variety of a strategy game
- Fast pace and customization of a collectible card game
- Supports teaching and learning about social studies

Target Hardware

- Browser-based, using an animated interface to access a server
- Playable on any computer with a relatively-new browser (Windows, Apple)

Design Goals

- A varied and dynamic play experience
- Equal enjoyment creating decks and playing games
- All cards are interesting, useful, and balanced