

Some examples of participation in society using games, organized by role.

Who are you? What do you want to be?

*Remember: These are just **suggestions**. Of course you can suggest your own project and get help from others.*

[Designer](#)


[Teacher](#)



[Entrepreneur / industry support](#)




[Fan / Community work](#)

[Activist](#)

[Researcher](#)

Role	Project	Examples from the University of Shizuoka Game Lab	Examples online or from other educational programs
Designer 	remix or modify a game	Students' " Big Games "	
	translate media (e.g., a board game to video game, or vice versa, or a movie to a game)	Students' movie-based board games	
	Make a game about an academic topic	Games about economics, nature, infrastructure, diplomacy	
	Make a social impact game		https://www.familyadventureproject.org/fun-theory/ (VW Fun Theory projects - excellent YouTube vids)
	join a game jam	A workshop in which students created a game about job hunting	
	make a product or service to sell for the Boost Charity		
	create and share some original house rules for a game, like UNO		

<p>Teacher</p> 	teach a game to someone		
	use a game in a lesson to teach something (English / society)	Using Pandemic to discuss roles in society	
	teach others about games and media	6-day game camps	
	teach others how to make a game	high school students researching and making an educational game helping elementary students translate a video game to a board game	
	Create a community game club (maybe at the Jidokan) and teach games to others	Jidokan Game Club project (we have additional notes)	
<p>Entrepreneur / industry support</p> 	translate game rules from English to Japanese, or vice versa and put them online		
	playtest a game for a company	playtesting project and resources	
	compete in the Shizuoka business plan contest (or another contest)	a collaboration project that produced a game and budget proposal	
	Create a game-based travel plan for tourists to Japan		
	Create a game for a specific company or group (e.g., The Shizutetsu Railway, Fuji Airways, a Heritage Site)	a student's game and website for a classic Japanese story	
	Find an internship with a game company		

<p>Fan / Community work</p> 	write a strategy guide / FAQ		
	write fanfiction		
	review a game online	students' game magazine on issuu.com a student's review on Boardgamegeek.com	
	Contribute to a forum thread on your favorite game		
	Interview a game designer	reports about visits to the 2012 and 2014 Game Market	
	Organize and run a public event to make the public more informed about games	Shizuoka Game EXPO	
<p>Activist</p> 	Volunteer to play games with kids	At the Jidokan At the children's hospital	<ul style="list-style-type: none"> • At a school • At an orphanage
	run an event with a game (e.g., a charity game)	Shizuoka Game Charity BOOST	<ul style="list-style-type: none"> • Collaborate with Yasuike-san at https://u-taka.org/
	transfer the ideas from a game to a real world project		
	play a "meaningful" game on Aoba-dori		
	make a game for the children's hospital or another organization		
<p>Researcher</p> 	collect and share data about the language in games	a comparison of the language in board game rulebooks and board game play	
	Collect and share data about how games are played in society (families, Jidokan)		
	Investigate other aspects of learning with and around games	undergraduate theses	

