

DIVERGENCE

A design thinking game kit
for quick innovation



Divergence is a fast-paced storytelling game for 3 to 6 players, offering an intensive, fun and user-centric experience of design thinking journey.

To play with the Print & Play version, print out the game cards according to the following instructions:

1. Print this document double-sided
2. Choose "Landscape Orientation"
3. Choose "Flip on Short Side"
4. Cut out the game cards and score markers along the dotted lines

Divergence 是一款適合 3 至 6 位玩家的快速敘事遊戲，讓你以遊戲方式開展設計思維之旅。

以打印版遊戲遊玩，請按照以下步驟列印遊戲卡：

1. 雙面印刷此文件
2. 選擇「橫向版面」
3. 選擇「在短邊翻頁」
4. 沿虛線剪出遊戲卡及計分棋子

GAMEPLAY MANUAL

Divergence is a fast-paced storytelling game for 3 to 6 players, offering an intensive, fun and user-centric experience of the design thinking journey.

SESSION 1: BUILD YOUR CHARACTER

In Divergence, you will compete for the highest score by creating and pitching design ideas for a common Character. First, you are going to create this very Character.

PREPARATION

Separate **Head**, **Body**, **Feature**, **Context**, **Action**, **Character Profile** and **Deep Dive cards** by category and shuffle.

- ① Draw **1 Head card**, **1 Body card**, and **3 Feature cards**. Flip them over to form your Character.
- ② Study your Character. Discuss your group's immediate interpretations of the cards – which are abstract for this purpose! (5 mins)
- ③ First player is the person who most recently watched a movie at the theater.
- ④ Going clockwise, each player takes turn to draw **1 Character Profile card** and answer the question on the flip-side. Keep going until **ALL Character Profile cards** have been drawn and answered.
- ⑤ “Yes, and...”: each new idea or suggestion should be built on the previous players' answers. Let's not reject or invalidate other players' contributions!
- ⑥ Next step – take turn to draw **1 Context card** and **1 Action card**, and answer the questions on the flip-side.
- ⑦ Then, take turns to draw **1 Deep Dive card** each, and answer the question on the flip-side. (Note: feel free to draw more cards to build out more of your Character!)

SESSION 2: MIX & MATCH

Now that you have your Character, each player will think about what innovation opportunities could help them achieve their needs and goals.

PREPARATION

Separate **Opportunity**, **Pitch Strategy cards** by category and shuffle.

Place the **Score Tracker** on the play area to keep track of all players' score.

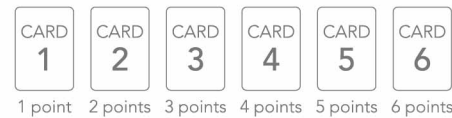
Each player takes **1 set of colour Score Markers**.

All players start with the same points: for a 3 players game – 30 points; 4 players – 40 points; 5 players – 50 points; 6 players – 60 points. Points represent investment currency and simulate a combination of factors needed to excel in order to win the game. Some points will be spent in this session, and some earned back in the next sessions.

Draw **3 Pitch Strategy cards** and place them on the play area. They set the scoring strategies for the Final Pitch (Session 4) and/or the Pre-Pitch (Session 3). They apply for all players; each will award 5 bonus points on achievement.

- ① Lay out **[# players + 1] Opportunity cards** on the play area, then flip them over. The leftmost

card costs 1 point, the second leftmost costs 2 points, etc. (e.g. shown below is a 5 player game, with 6 Opportunity cards laid out)



- ② First player is the person who most recently mixed a drink.
- ③ The player **acquires 1 desired Opportunity card by spending the corresponding points**, then put it in front of the personal play area.
- ④ **Note:** Players are not allowed to pass on their turns. Yet, before acquiring any Opportunity card, a player may **spend 2 points to clear the current selection once** and draw a new set. The player now has first choice, but must acquire a card from this new set to end the turn.
- ⑤ The remaining cards slide down. Then, the next player draws a new card to become the most expensive.



- ⑥ Play continues by **repeating steps #3-5** above until all players have had the chance to acquire a card. This constitutes one round.
- ⑦ In a 3-4 players game, **play [# players + 1] rounds**. If 5-6 players, **play 6 rounds in total**.

SESSION 3: PRE-PITCH

Let's do some preparation to get the brain juices flowing! In this session, you will ideate with your Character in mind to help them in the situation you imagined them in.

PREPARATION

Designate a timekeeper and have a countdown timer ready (e.g. a smartphone timer).

Place the **Pre-Pitch Feedback Guide** at the center of the play area so all players can see it clearly.

Each player: use the Opportunity cards acquired to come up with as many seed-stage ideas as possible – capture the gist of each idea in a sentence or two will suffice. Each idea must contain **at least 2 Opportunity cards**. (5 mins)

Note: keep an eye on the **Pitch Strategy cards**, as some of the cards may influence how you prepare your Pre-Pitch!

- ① First player is the player with the most points on the Score Tracker.
- ② Each player will share as many seed-stage ideas to the peers. Each idea awards the player 2 points. (cut-off time: 1 min)
- ③ All other players now feedback on the presenting player's ideas by choosing one of the options on the **Pre-Pitch Feedback Guide**. This feedback session is a constructive round to provide different perspectives for the presenting player. Discussion is optional. (max. 3 mins)
- ④ The first player's turn ends after this feedback session. The player with the second-highest score now becomes the presenting player, and so on.
- ⑤ **Repeat steps #2-3** until all players have presented their seed-stage ideas.

SESSION 4: FINAL PITCH

The grand finale, where you will be putting your ideas to the test! Present your best design solution to help the Character meet their needs and goals.

PREPARATION

Place the **Pitch Conditions Scorecard** at the center of the play area.

Each player gets **1 Final Pitch Scorecard**.

Each player should build on their Pre-Pitch ideas to come up with **one** final design solution. (5 mins)

Note: keep an eye on the **Pitch Strategy cards** and the **Pitch Conditions Scorecard**, as they may influence how you prepare your **Final Pitch** and **Q&A**!

- ① First player is the player with the most points on the Score Tracker.
- ② The player will conduct an elevator pitch of their final idea. (cut-off time: 1 min)
- ③ Next, refer to the **Pitch Conditions Scorecard** – award the presenting player 2 extra points for each condition met. Use the spare Point Markers to help.
- ④ After the pitch is a **Q&A session**. All other players are allowed to raise questions for the presenting player to answer. (max. 3 mins)
- ⑤ After the Q&A, the presenting player's final pitch will be scored by each other player using the **Final Pitch Scorecard**, based on the player's final design solution and performance.
- ⑥ Going clockwise, each player **repeats steps #2-5** until all players have finished their final pitch.
- ⑦ The player with the highest total score is the winner!

遊戲說明書

Divergence 是一款適合 3 至 6 位玩家的快速敘事遊戲，讓你以遊戲方式開展設計思維之旅。

第1環節: 創造角色

Divergence 的遊戲目的，是為一個特定角色設計各種創新方案，以贏取最高分數。首先，請與其他玩家一起創造這個角色。

準備

將頭、身體、特徵、場景、行動、角色資料及深入思考卡分類洗好，背面朝上備用。

- 1 抽 1 張頭卡、1 張身體卡及 3 張特徵卡。翻轉它們以組合你的角色。
- 2 一起討論各卡牌上圖案的即時解讀，以建構角色。（5 分鐘）
- 3 遊戲會由最近在戲院看過電影的玩家開始。
- 4 玩家依順時針方向輪流抽 1 張角色資料卡，並回答上面的問題。直至所有角色資料卡都抽完為止。
- 5 “Yes, and...”: 對角色的每個新想法都應建基於之前玩家的回答之上，不應推翻已建立的角色描述。
- 6 下一步：順序抽 1 張場景卡及 1 張行動卡，並回答上面的問題。
- 7 接著，輪流抽 1 張深入思考卡，並回答上面的問題。（你可以隨意抽更多卡牌以更深入塑造你的角色。）

第2環節: 自由配搭

每位玩家都要根據已創造的角色，思考有哪些創新機會可幫助角色達到需求或目標。

準備

將機會及匯報策略卡分類洗好，背面朝上備用。

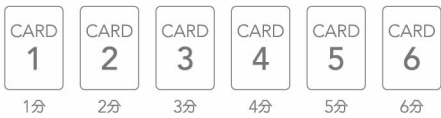
將計分表放在遊戲區。

每位玩家拿 1 套顏色計分棋子。

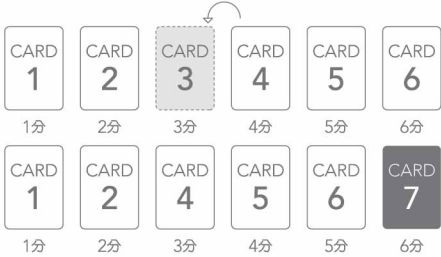
每位玩家的分數開始為：3 名玩家 – 30 分；4 名玩家 – 40 分；5 名玩家 – 50 分；6 名玩家 – 60 分。分數可用作投資貨幣，亦代表需要在遊戲中取勝的各種因素。（你將在這環節中使用一些分數，亦可在後續的環節中獲得。）

抽 3 張匯報策略卡放在遊戲區，以設定於最後匯報(第 4 環節)/或初次匯報(第 3 環節)的獎勵策略。它們適用於所有玩家；達到匯報策略卡上每項條件將為玩家贏得額外 5 分。

- 1 先在遊戲區排列 [玩家數目+1] 張機會卡，然後翻轉。最左邊的牌值 1 分，第二左邊的牌值 2 分，如此類推（圖例：於 5 人遊戲中，放置 6 張機會卡）。



- 2 這環節會由最近沖調過飲品的玩家開始。
- 3 玩家需要使用相應的分數獲得 1 張想要的機會卡，然後將其放置於個人遊戲區前。
- 4 玩家有一次機會，可以使用 2 分來清除當前選項，重新抽取新一組卡牌。玩家現在可優先選牌，但必須從這新組合中獲得其中一張。
- 5 剩下的牌往前移。然後由下一位玩家抽一張新的卡牌，排列到最後成為最貴的卡牌。



- 6 重複上述步驟 #3-5，直到所有玩家都獲得一張牌。此為一個回合。
- 7 在 3 至 4 人遊戲中，進行 [玩家數目+1] 個回合。如果有 5 至 6 名玩家，共玩 6 個回合。

第3環節: 初次匯報

在這一環節，讓腦筋動起來！你將要運用創意，為已建立的角色構思不同的初步方案，解決當前的需要。

準備

指定一位計時員並準備好倒數計時器（例如：智能電話的計時器）。

將初次匯報指南放在遊戲區的中央，讓所有玩家都能清楚看到。

每位玩家需運用獲得的機會卡，構思初步方案，越多越好；請只用一兩個句子說明每個方案的重點。每個初步方案必須包含最少 2 張機會卡。（5 分鐘）

註：請留意之前抽到的匯報策略卡，它們可能會影響你準備初次匯報的方式！

- 1 這環節會由計分表上得分最高的玩家開始。
- 2 每位玩家需與其他玩家分享盡量多的初步方案；每個成功匯報的構思可得 2 分。（限時：1 分鐘）
- 3 其他玩家可以從初次匯報指南中選其中一個項目，來回應當前玩家的構思。目的是為進行匯報的玩家提供具建設性而且不同的觀點；如需要，可作簡短討論。（最多 3 分鐘）
- 4 回應結束後，此玩家的回合結束，輪到得分第二高的玩家進行初次匯報，如此類推。
- 5 重複步驟 #2-3，直到所有玩家完成初次匯報。

第4環節: 最後匯報

在最後一個環節，你將要訂立一個最佳的創新設計方案，以有效地幫助角色達到目標。

準備

將匯報條件評分卡放在遊戲區的中央。

每位玩家拿 1 張最後匯報評分卡。

每位玩家都應該以自己的初次匯報為基礎，提出一個最終的設計方案。（5 分鐘）

註：留意匯報策略卡和匯報條件評分卡，因為它們可能會影響你準備最後匯報和問答環節的方式！

- 1 這環節會由計分表上得分最高的玩家開始。
- 2 玩家將匯報及推銷最終的設計方案。（限時：1 分鐘）
- 3 先參照匯報條件評分卡進行評分。玩家滿足每一個條件，可獲 2 分。可使用備用棋子來幫助計分。
- 4 接著是問答環節。所有玩家都可以提出問題，讓進行匯報的玩家作答。（最多 3 分鐘）
- 5 完成問答後，其他每位玩家將使用最後匯報評分卡，根據匯報者的最終設計方案和匯報表現進行評分。
- 6 按順時針方向，下一位玩家重複步驟#2-5，直至所有玩家都完成他們的最後匯報為止。
- 7 總分最高的玩家為大贏家！

HEAD



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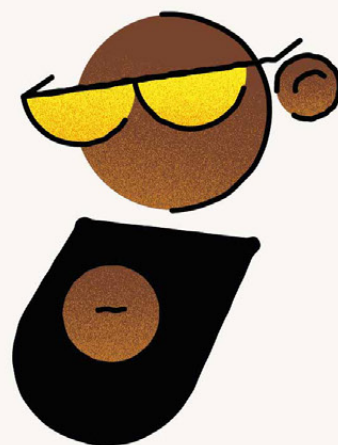
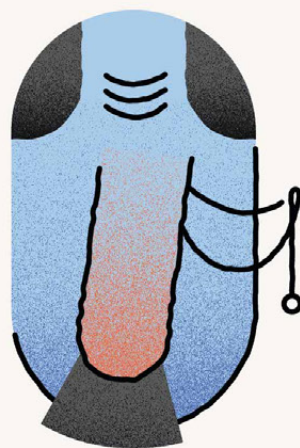
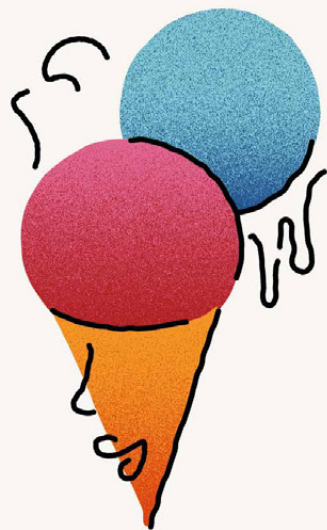
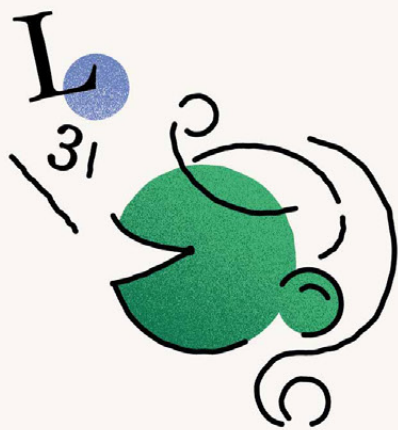


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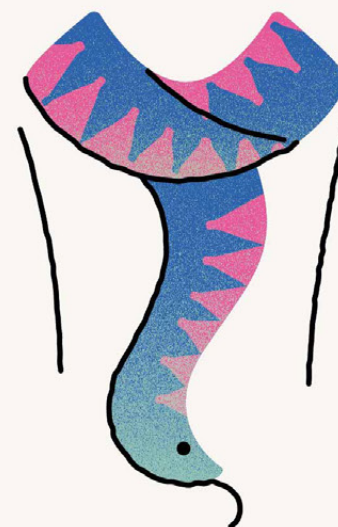
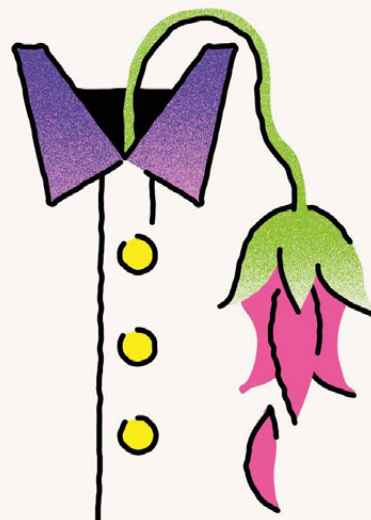
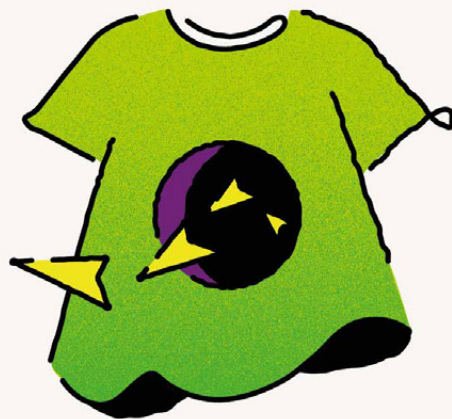
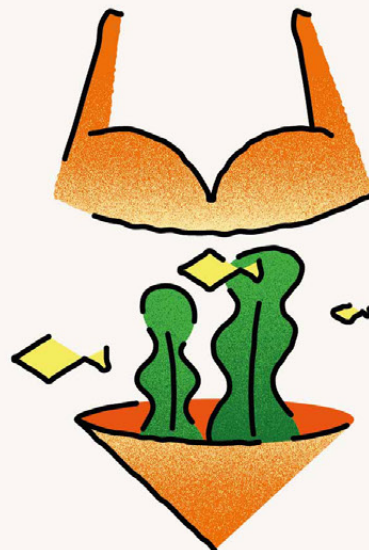
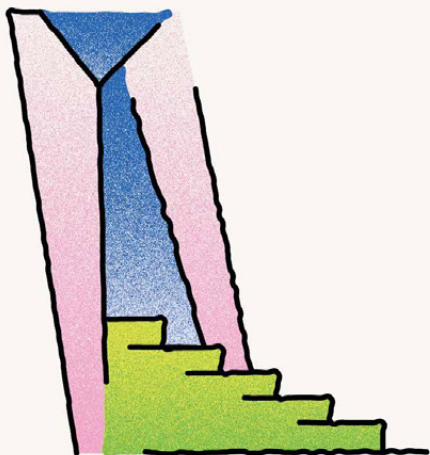


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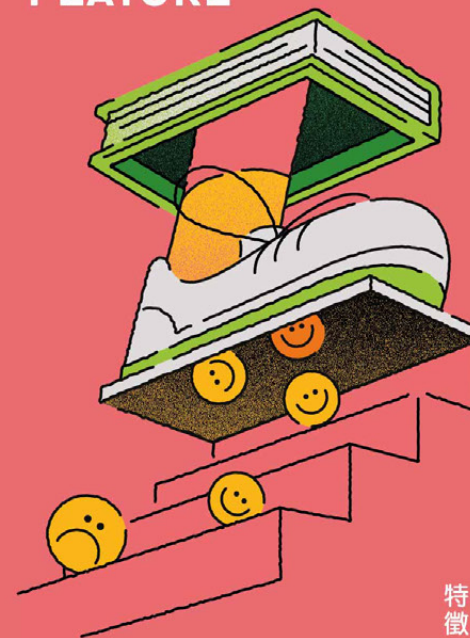
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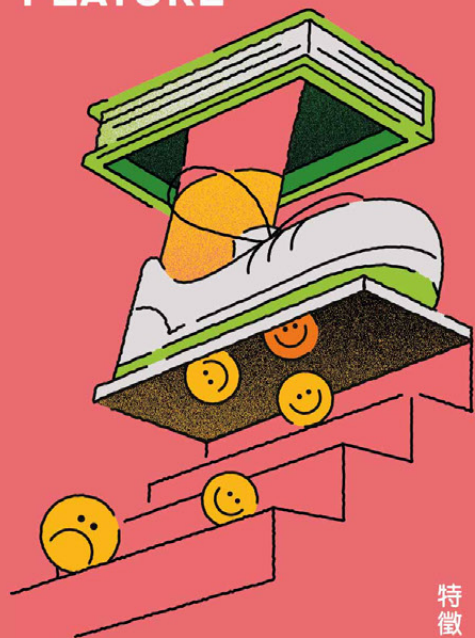
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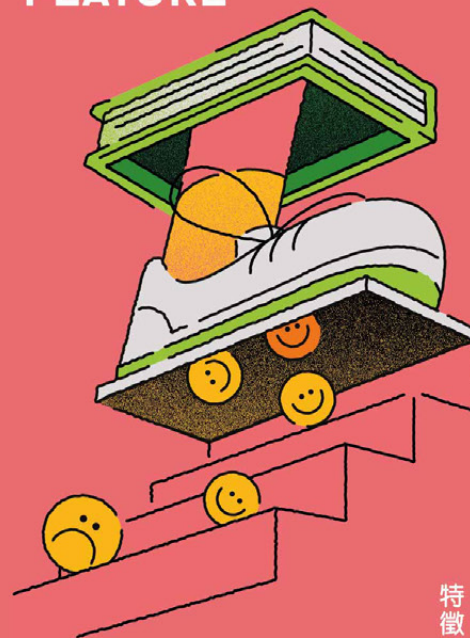
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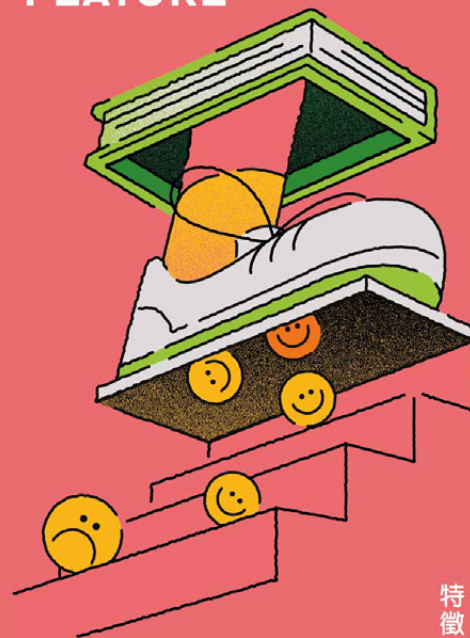
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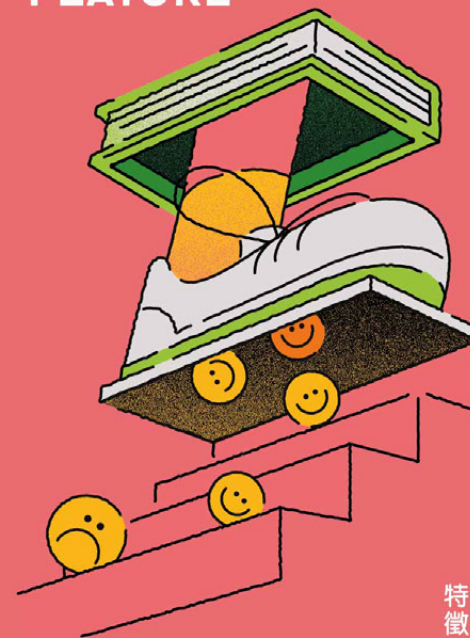
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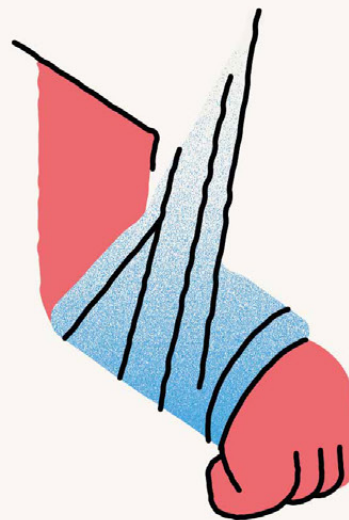
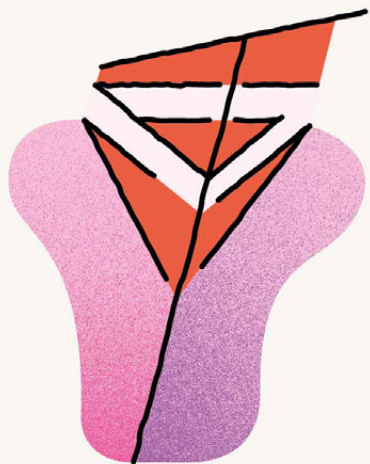
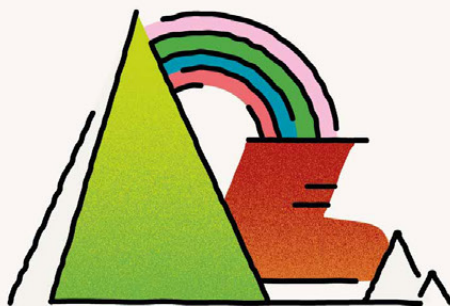
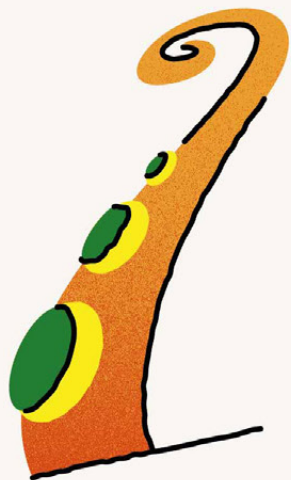


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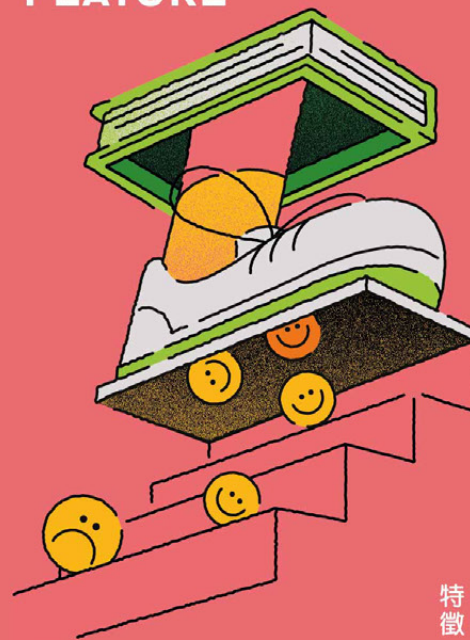




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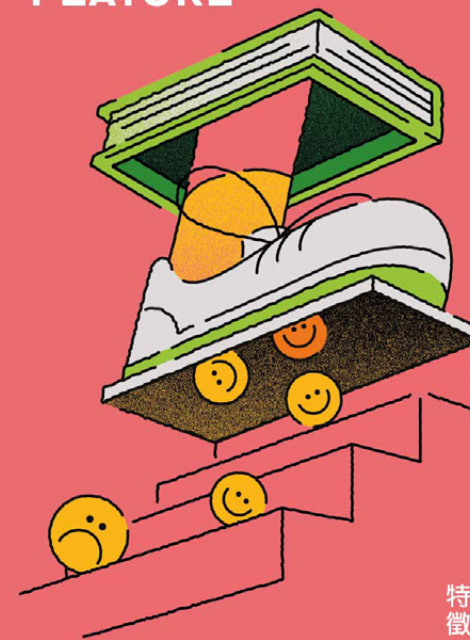
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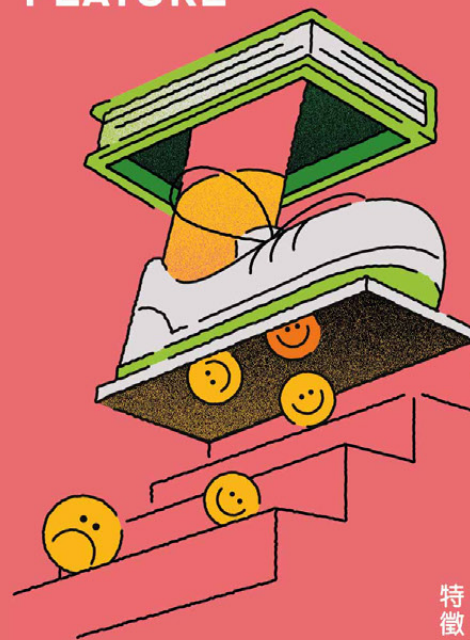
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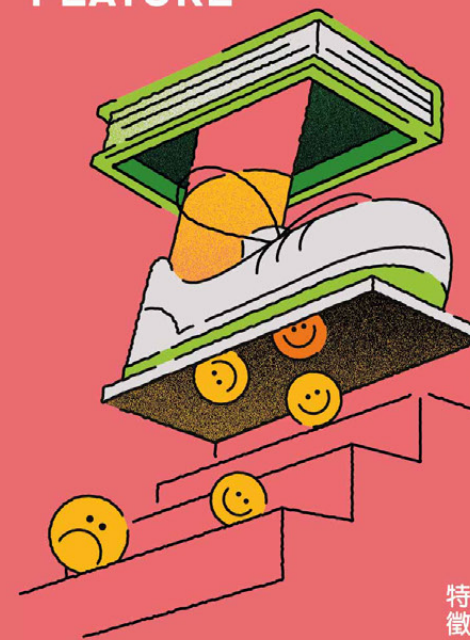
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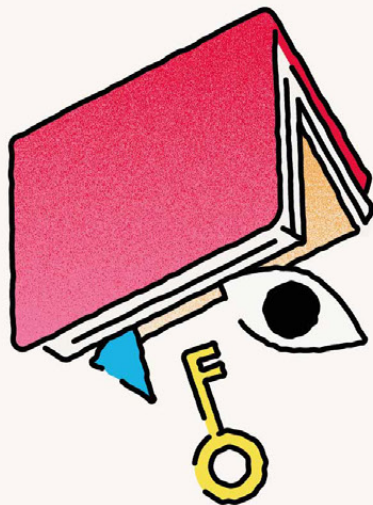
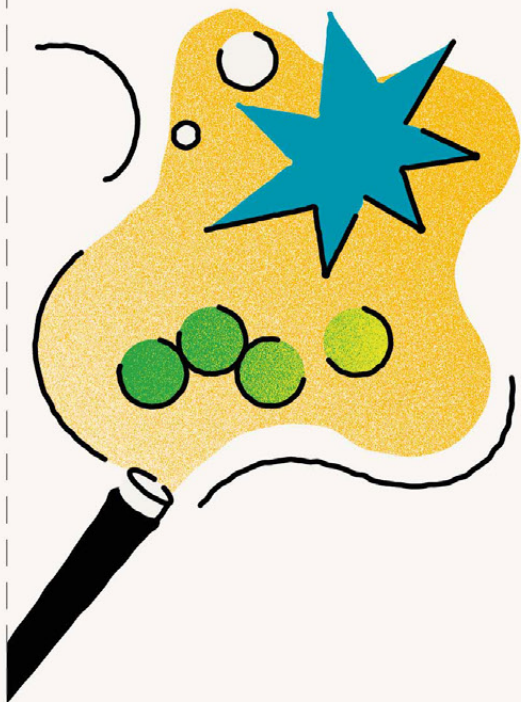
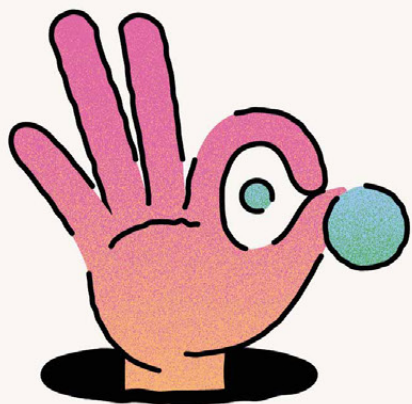


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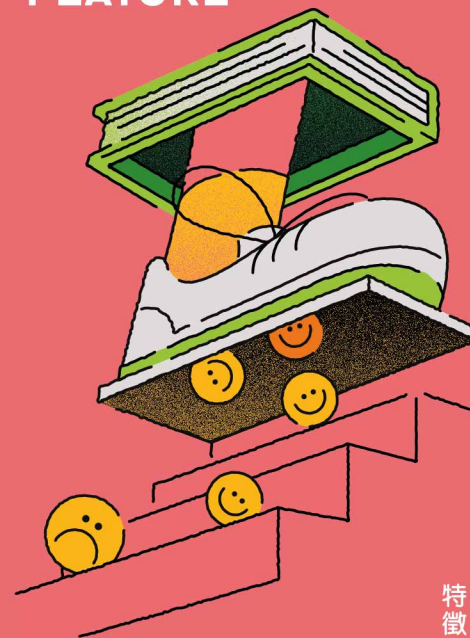
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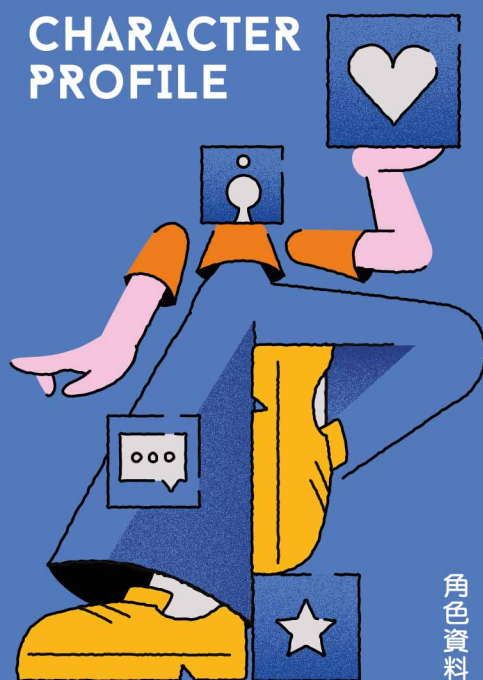
特徵

CHARACTER PROFILE



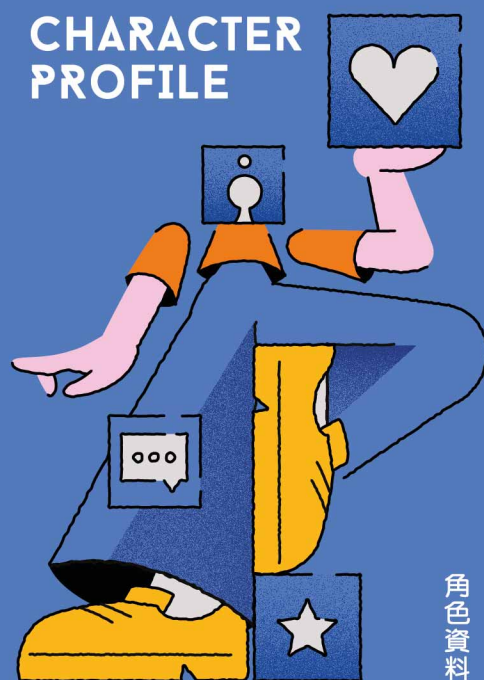
角色資料

CHARACTER PROFILE



角色資料

CHARACTER PROFILE

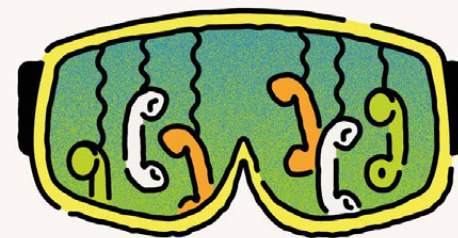
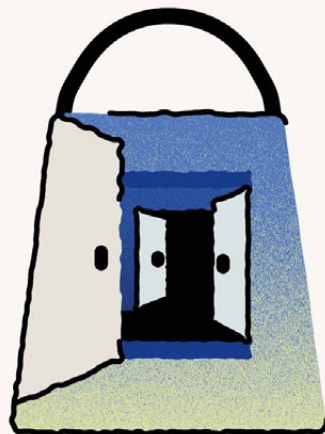
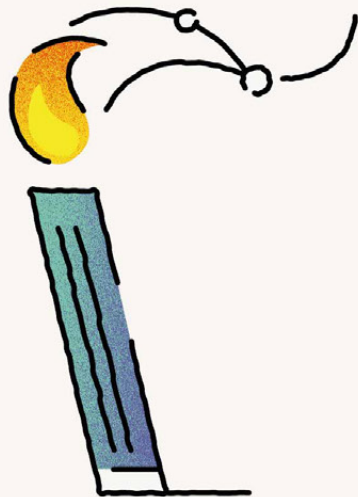


角色資料

CHARACTER PROFILE



角色資料



CHARACTER PROFILE 角色資料

NAME
名字

What's your character's name?
角色的名字是什麼?

CHARACTER PROFILE 角色資料

AGE
年齡

How old is your character?
角色的年紀?

CHARACTER PROFILE 角色資料

ROLE
職責

What's your character's
demographic and / or
occupation?
角色代表的群組與職業?

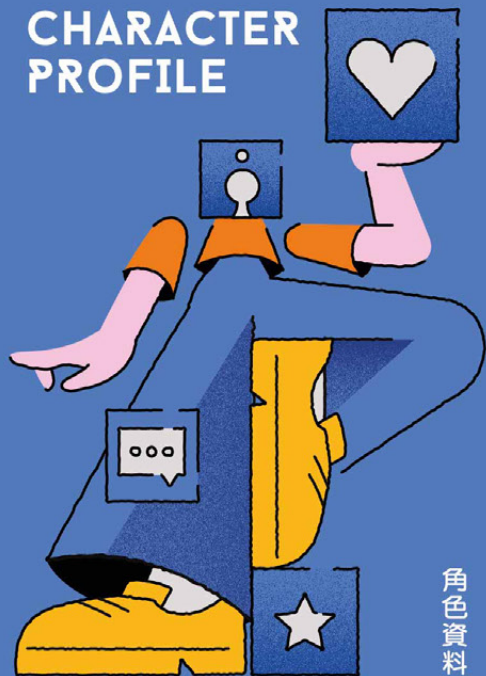
CHARACTER PROFILE 角色資料

PERSONALITY
個性

Choose from below:
二選其一:

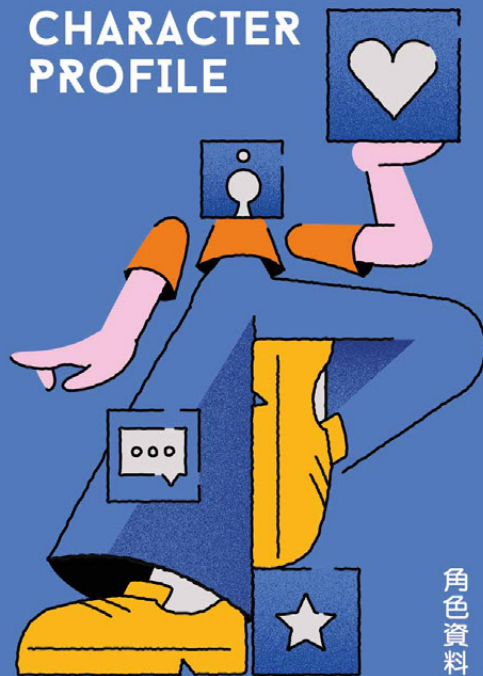
Spontaneous 衝動
Cool-headed 冷靜

CHARACTER PROFILE



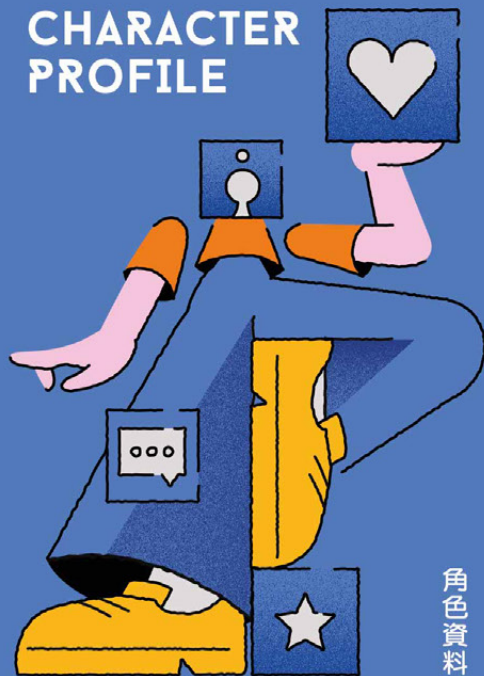
角色資料

CHARACTER PROFILE



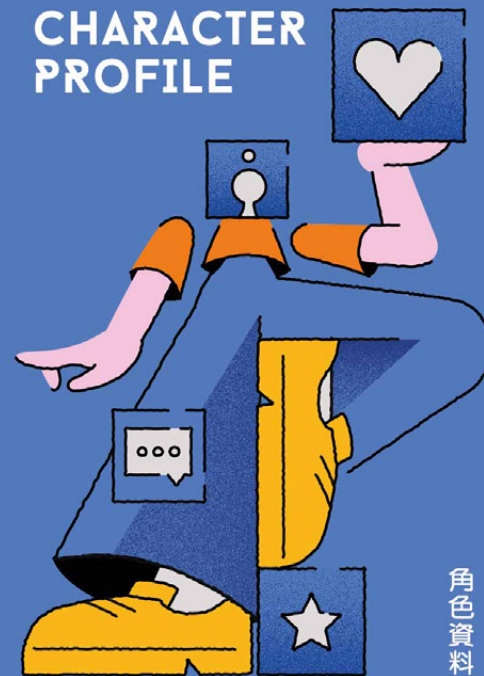
角色資料

CHARACTER PROFILE



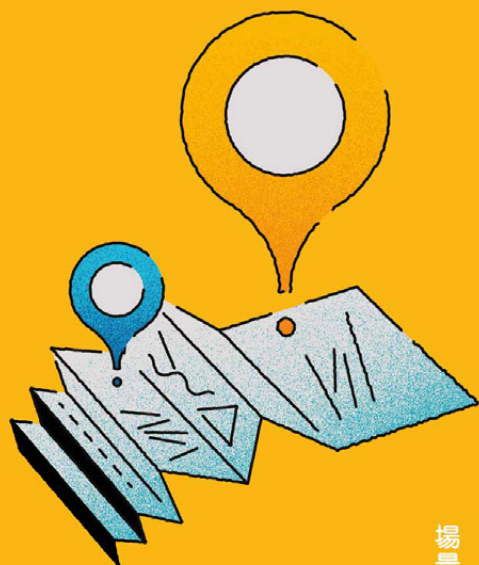
角色資料

CHARACTER PROFILE



角色資料

CONTEXT



場景

CONTEXT



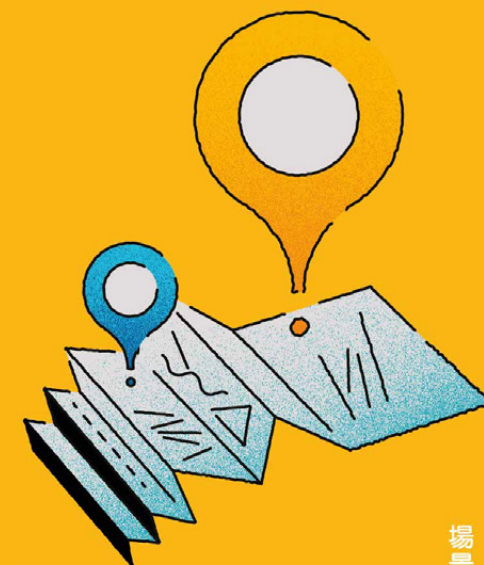
場景

CONTEXT



場景

CONTEXT



場景

CHARACTER PROFILE 角色資料

PERSONALITY 個性

Choose from below:
二選其一:

Extroverted 外向
Introverted 內向

CHARACTER PROFILE 角色資料

PERSONALITY 個性

Choose from below:
二選其一:

Adventurous 冒險求新
Risk-averse 避免風險

CHARACTER PROFILE 角色資料

PERSONALITY 個性

Choose from below:
二選其一:

Hopeful 充滿希望
Worried 充滿憂慮

CHARACTER PROFILE 角色資料

PERSONALITY 個性

Choose from below:
二選其一:

Operational 愛執行
Creative 愛創新

WHERE ARE THEY? 他們在哪裡?

AT WORK 在工作

Where / What is their work?
在哪裡? 做什麼工作?

WHERE ARE THEY? 他們在哪裡?

AT HOME 在家中

Where is home?
家在哪裡?

WHERE ARE THEY? 他們在哪裡?

COMMUTING 通勤中

What kind of commute /
form of transportation?
用哪種交通方式?

WHERE ARE THEY? 他們在哪裡?

OUTDOORS 戶外

Where?
在何地?

CONTEXT



場景

ACTION



行動

ACTION



行動

ACTION



行動

ACTION



行動

ACTION



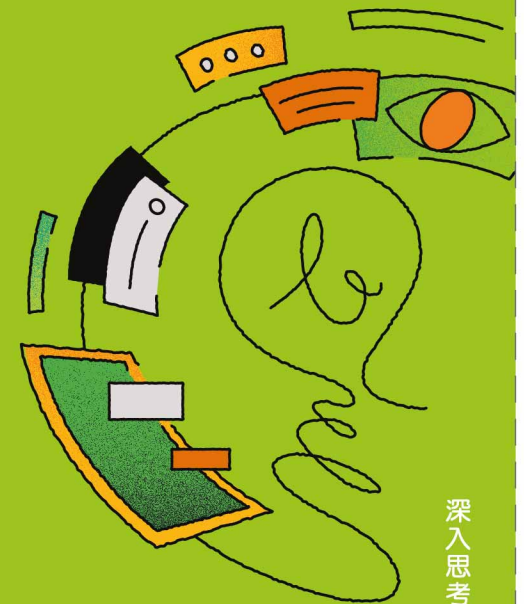
行動

DEEP DIVE



深入思考

DEEP DIVE



深入思考

WHAT ARE THEY DOING? 他們在做什麼?

TAKING CARE OF SOMETHING 處理某事

What?
哪些事?

WHAT ARE THEY DOING? 他們在做什麼?

RUNNING AN ERRAND 處理瑣碎事務

What?
什麼事務?

WHAT ARE THEY DOING? 他們在做什麼?

TAKING CARE OF SOMEONE 看顧他人

Who?
哪些人?

WHERE ARE THEY? 他們在哪裡?

AT AN ESTABLISHMENT 在某設施內

What type of establishment?
哪類型設施?

DEEP DIVE 深入思考

MOTIVATION 動力

What might their
definition of success be
(in this setting / scenario)?
角色於當刻如何定義成功?

DEEP DIVE 深入思考

MOTIVATION 動力

What might their
definition of failure be
(in this setting / scenario)?
角色於當刻如何定義失敗?

WHAT ARE THEY DOING? 他們在做什麼?

ENJOYING AN EXPERIENCE 享受某種體驗

How?
如何享受?

WHAT ARE THEY DOING? 他們在做什麼?

ON THEIR WAY SOMEWHERE 正在前往某地

Where to?
去哪裡?

DEEP DIVE



深入思考

DEEP DIVE



深入思考

DEEP DIVE



深入思考

DEEP DIVE



深入思考

DEEP DIVE



深入思考

DEEP DIVE



深入思考

DEEP DIVE



深入思考

DEEP DIVE



深入思考

DEEP DIVE 深入思考

EMOTION

情感

What might they be feeling
in the current situation?
角色於當刻的感受？

DEEP DIVE 深入思考

EMOTION

情感

What might they be feeling
about their companion / target?
角色對同伴或目標人物的感受？

DEEP DIVE 深入思考

THOUGHT

想法

What might they be thinking
about their companion / target?
角色對同伴或目標人物的想法？

DEEP DIVE 深入思考

THOUGHT

想法

What might they be thinking
about their task at hand?
角色對目前任務的想法？

DEEP DIVE 深入思考

ACTION

行動

What might they be doing to
accomplish their task?
角色會做什麼以完成任務？

DEEP DIVE 深入思考

ACTION

行動

What might they be doing
to mask their frustrations?
角色會做什麼以掩飾不安？

DEEP DIVE 深入思考

QUOTE

金句

What might they be saying
to themselves?
角色會對自己說什麼？

DEEP DIVE 深入思考

QUOTE

金句

What might they be saying
to people around them?
角色會對身邊的人說什麼？

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



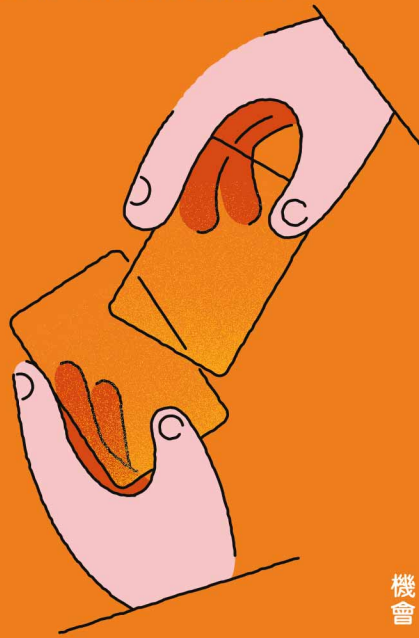
機會

OPPORTUNITY



機會

OPPORTUNITY



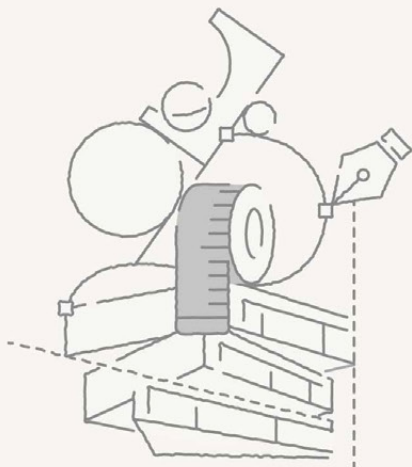
機會

OPPORTUNITY



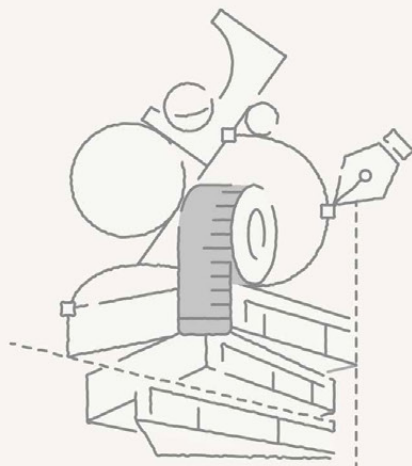
機會

OPPORTUNITY 機會



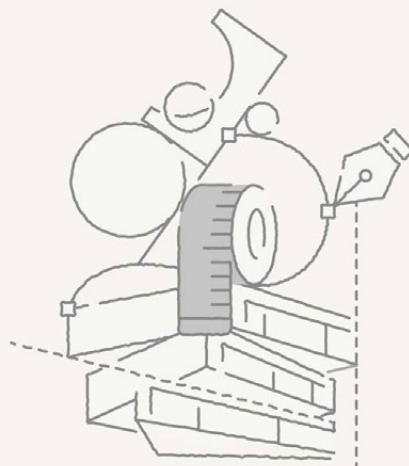
ARCHITECTURAL
DESIGN
建築設計

OPPORTUNITY 機會



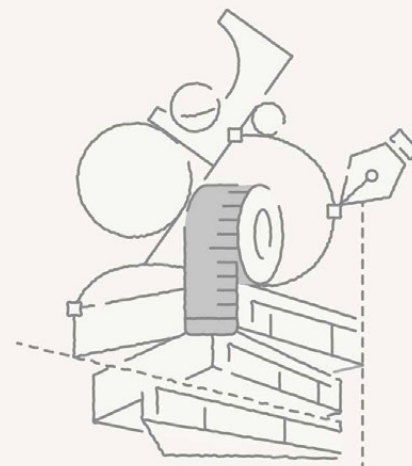
ART & CULTURE
藝術與文化

OPPORTUNITY 機會



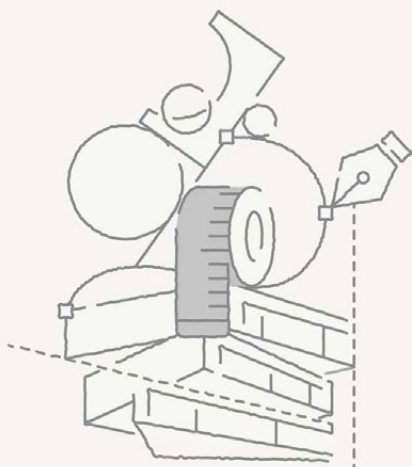
FASHION DESIGN
時裝設計

OPPORTUNITY 機會



SOFTWARE DESIGN
軟件設計

OPPORTUNITY 機會



VISUAL DESIGN
視覺設計

OPPORTUNITY 機會



CIVIC
ENGAGEMENT
公民參與

OPPORTUNITY 機會



EDUCATION
教育

OPPORTUNITY 機會



SUSTAINABLE
DEVELOPMENT
可持續發展

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



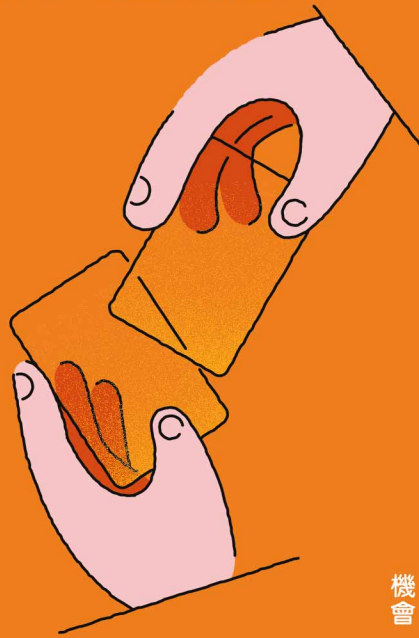
機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY 機會



HEALTHCARE
醫療保健

OPPORTUNITY 機會



ADVERTISING
廣告宣傳

OPPORTUNITY 機會



MARKET RESEARCH
市場研究

OPPORTUNITY 機會



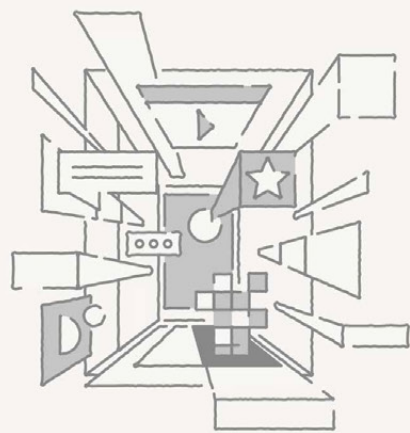
SALES & MARKETING
市場行銷

OPPORTUNITY 機會



PUBLIC RELATIONS
公共關係

OPPORTUNITY 機會



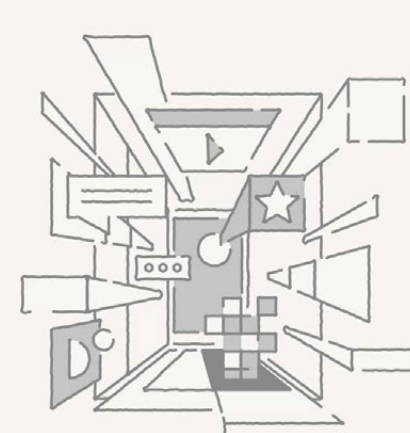
MEDIA &
PUBLICATIONS
媒體與出版

OPPORTUNITY 機會



CONTENT CREATION /
CURATION
內容創作與策展

OPPORTUNITY 機會



GAMES
遊戲

OPPORTUNITY



機會

OPPORTUNITY



機會

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機會

OPPORTUNITY



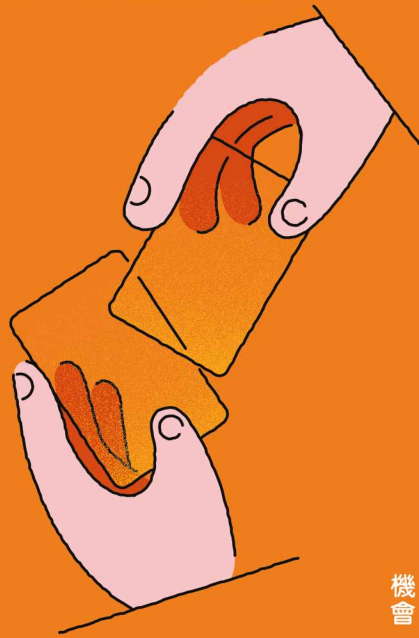
機會

OPPORTUNITY



機會

OPPORTUNITY



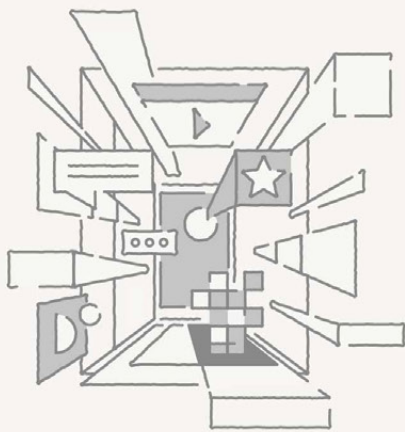
機會

OPPORTUNITY



機會

OPPORTUNITY 機會



ENTERTAINMENT
娛樂

OPPORTUNITY 機會



CYBERSECURITY
網絡安全

OPPORTUNITY 機會



INTERNET OF THINGS
物聯網

OPPORTUNITY 機會



BLOCKCHAIN
區塊鏈

OPPORTUNITY 機會



CLOUD PLATFORM
雲端平台

OPPORTUNITY 機會



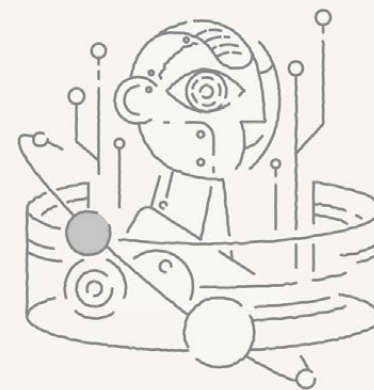
SOCIAL NETWORK
社交網絡

OPPORTUNITY 機會



BIO-TECHNOLOGY
生物科技

OPPORTUNITY 機會



BIOMETRICS
生物辨識

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



機會

OPPORTUNITY



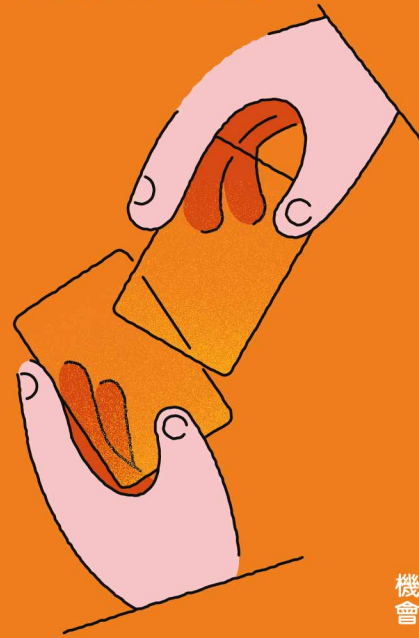
機會

OPPORTUNITY



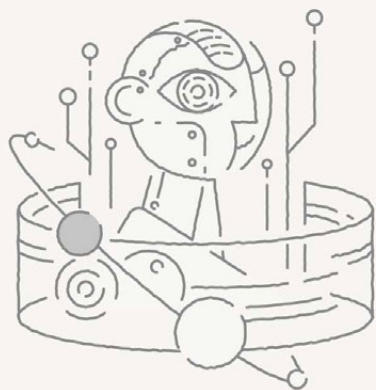
機會

OPPORTUNITY



機會

OPPORTUNITY 機會



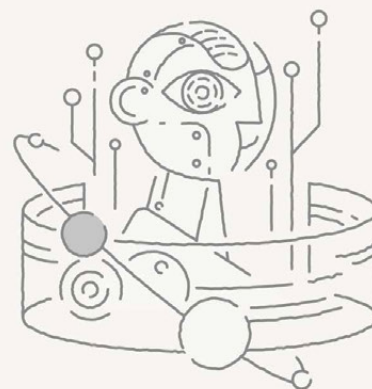
ARTIFICIAL
INTELLIGENCE
人工智能

OPPORTUNITY 機會



EXTENDED REALITY
延展實境

OPPORTUNITY 機會



SMART CITIES
智慧城市

OPPORTUNITY 機會



LENDING &
INVESTMENTS
借貸與投資

OPPORTUNITY 機會



PAYMENT SERVICES
支付服務

OPPORTUNITY 機會



VENTURE CAPITAL
風險投資

OPPORTUNITY 機會



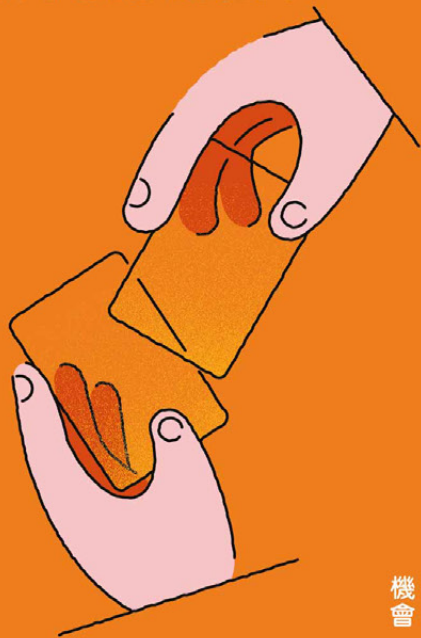
SHARED ECONOMY
共享經濟

OPPORTUNITY 機會



CUSTOMER SERVICE
客戶服務

OPPORTUNITY



機會

OPPORTUNITY



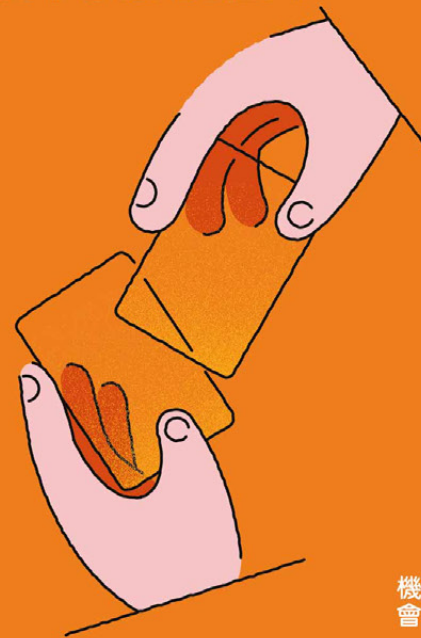
機會

OPPORTUNITY



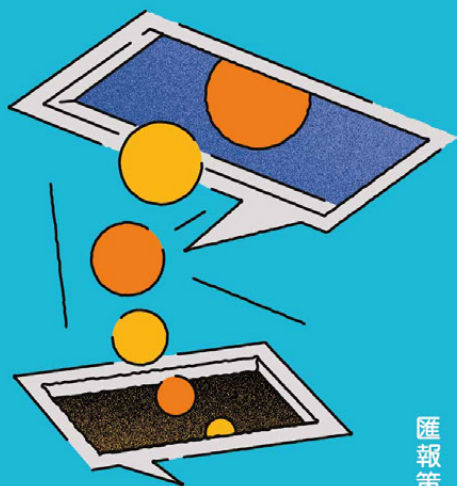
機會

OPPORTUNITY



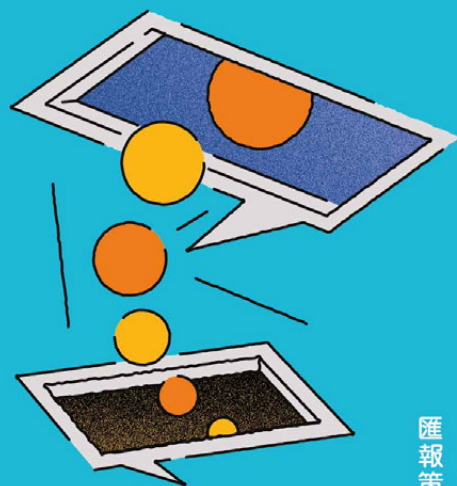
機會

PITCH
STRATEGY



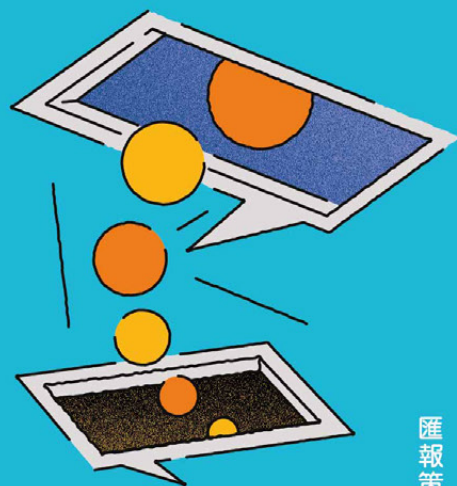
匯報策略

PITCH
STRATEGY



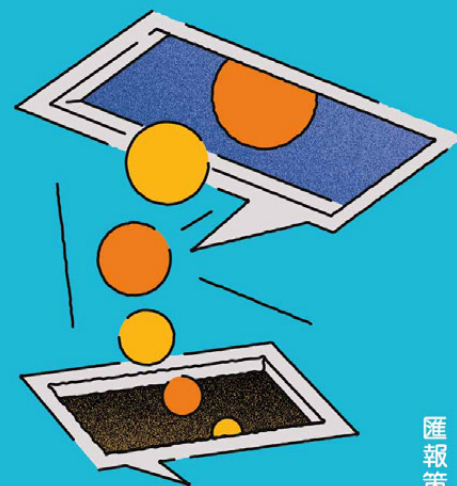
匯報策略

PITCH
STRATEGY



匯報策略

PITCH
STRATEGY



匯報策略

OPPORTUNITY 機會



LOGISTICS & TRANSPORTATION

物流與運輸

OPPORTUNITY 機會



STRATEGY CONSULTING

策略顧問

OPPORTUNITY 機會



REAL ESTATE

房地產

OPPORTUNITY 機會



RECRUITMENT

招聘

PITCH STRATEGY 匯報策略

MARKETING MAVEN

行銷專家

Create names for all the combinations you present in your Pre-Pitch
初次匯報時為每個方案訂立名稱

+5

PITCH STRATEGY 匯報策略

ONE MORE THING

除此之外

You are able to answer 5 or more questions during the Q&A session
在問答環節中回答 5 條或以上問題

+5

PITCH STRATEGY 匯報策略

LIFESAVER

角色代入

You do your 1-minute Final Pitch from the perspective of your Character
以角色的身份進行最後匯報

+5

PITCH STRATEGY 匯報策略

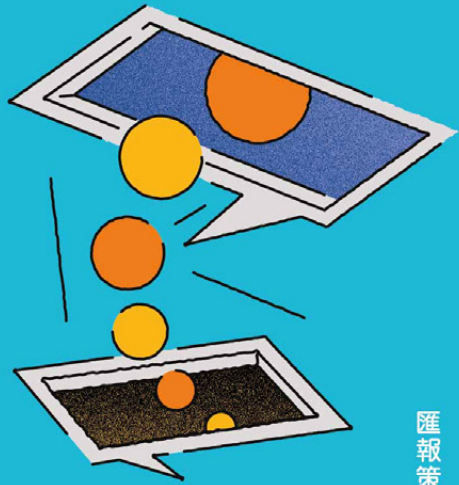
SUPER-APP

包羅萬有

You incorporate ALL the Opportunity cards into the Final Pitch solution
最後匯報方案包含所有抽到的機會卡

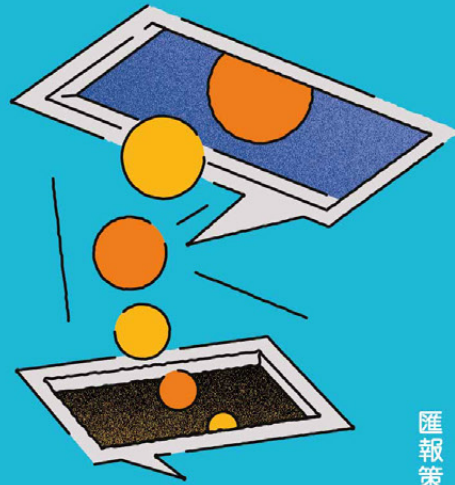
+5

PITCH STRATEGY



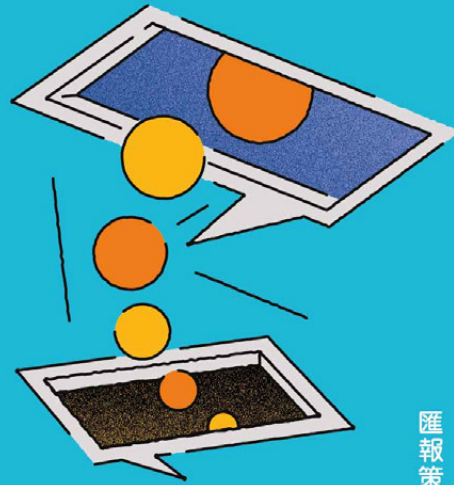
匯報策略

PITCH STRATEGY



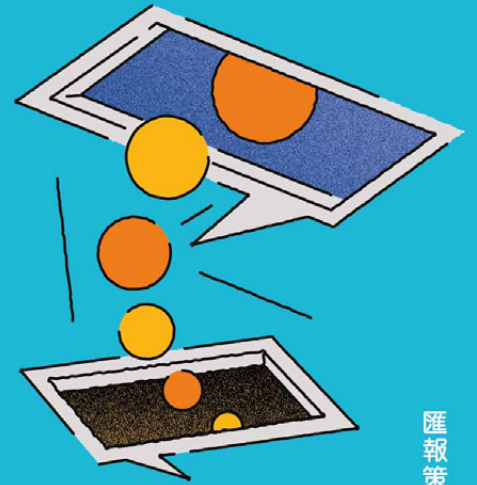
匯報策略

PITCH STRATEGY



匯報策略

PITCH STRATEGY



匯報策略

INVENTOR 發明家

You come up with 4 or more combinations in your Pre-Pitch
在初次匯報階段構想出
4 個或以上的組合

+5

ELEVATOR ANSWER 速戰速決

You answer each question under 20 seconds during your Q&A session
於 20 秒內答完每道問答環節中的提問

+5

JUST-IN-TIME PITCHING 恰到好處

You finish your Final Pitch with exactly 1 second left on the clock (i.e. your Pitch was exactly 59 seconds long)
準確地以 59 秒完成最後匯報

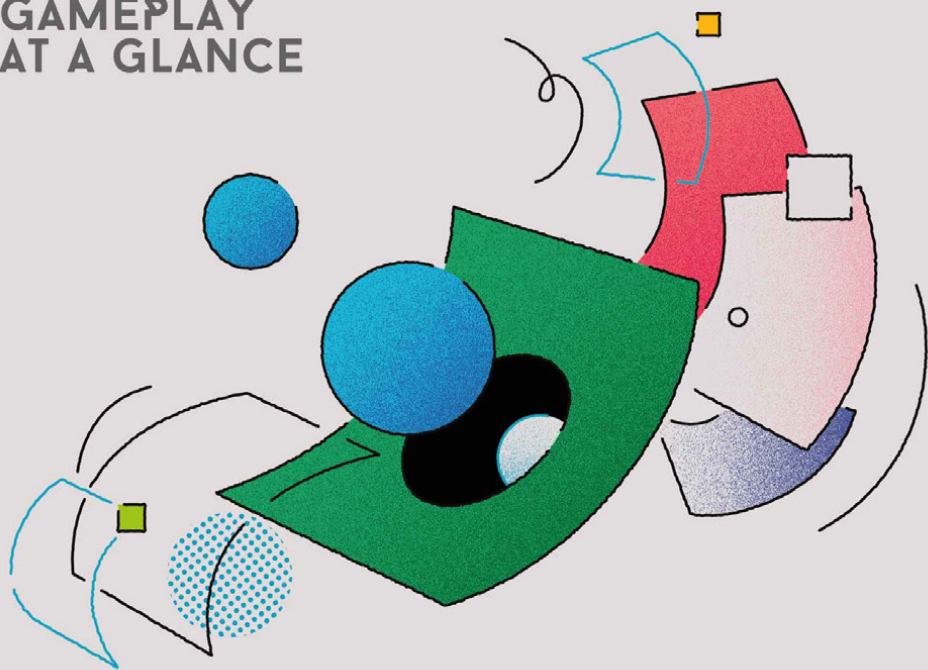
+5

TO INFINITY AND BEYOND 看圖說故事

You create a drawing / storyboard around your Character and use it in your Final Pitch
圖文並茂進行最後匯報

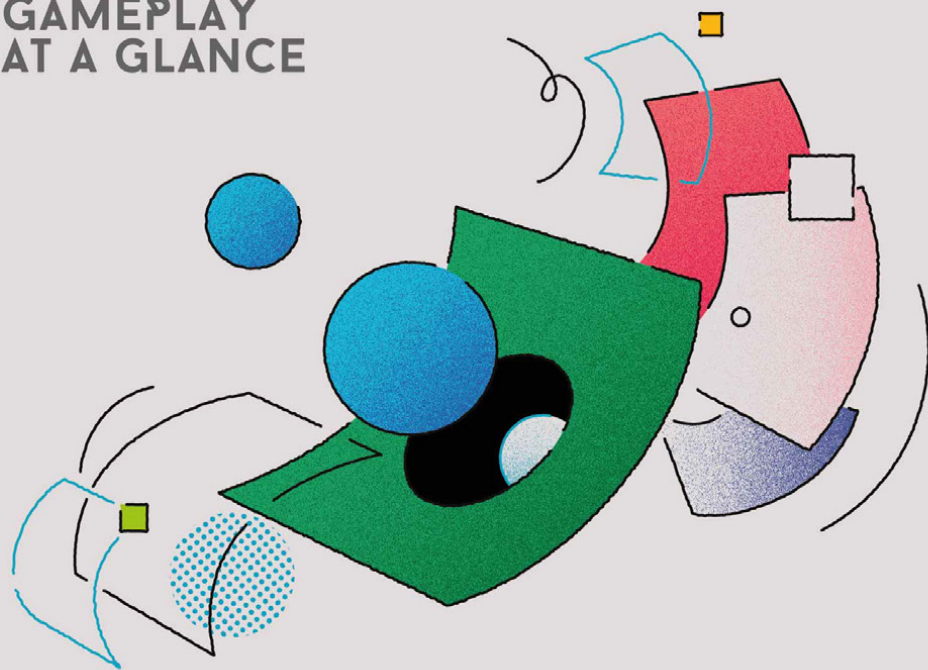
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GAMEPLAY AT A GLANCE



遊戲概要

GAMEPLAY AT A GLANCE



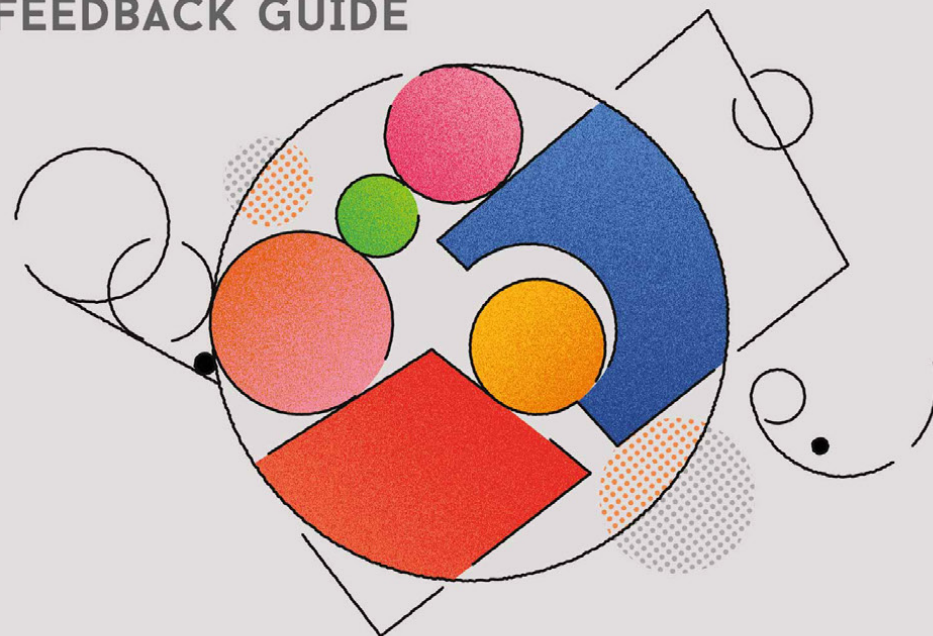
遊戲概要

SCORE TRACKER



計分表

PRE-PITCH FEEDBACK GUIDE



初次匯報指南

GAMEPLAY AT A GLANCE 遊戲概要

SESSION 1: BUILD YOUR CHARACTER

Draw Cards

- ① Head × 1
- ② Body × 1
- ③ Feature × 3
- ④ Character Profile × 7
- ⑤ Context × 1
- ⑥ Action × 1
- ⑦ Deep Dive × 4

SESSION 2: MIX & MATCH

- ① Lay out [# players + 1] Opportunity cards
- ② (Optional) Spend 2 points to clear
- ③ Choose, spend, shift, replenish
- ④ 3-4 players: Play [# players + 1] rounds
5-6 players: Play 6 rounds

SESSION 3: PRE-PITCH

- ① Draw 3 Pitch Strategy cards
- ② 5 mins to brainstorm
- ③ 1 min to share ideas based on Opportunity combinations (2 points per idea shared)
- ④ 3 mins for peer feedback (Use Pre-Pitch Feedback Guide as reference)

SESSION 4: FINAL PITCH

- ① Use Pitch Conditions Scorecard and Final Pitch Scorecard
- ② 5 mins to design 1 final solution
- ③ 1 min elevator pitch
- ④ 3 mins peer Q&A
- ⑤ Score Pitch Performance from peer players

GAMEPLAY AT A GLANCE 遊戲概要

第1環節: 創造角色

抽取卡牌

- ① 頭 × 1
- ② 身體 × 1
- ③ 特徵 × 3
- ④ 角色資料 × 7
- ⑤ 場景 × 1
- ⑥ 行動 × 1
- ⑦ 深入思考 × 4

第2環節: 自由配搭

- ① 翻開 [人數+1] 數量的機會卡
- ② (自選) 使用 2 分清除桌上選項
- ③ 選牌, 使用分數, 重整, 補充
- ④ 3 至 4 名玩家: 共玩 [人數+1] 個回合
5 至 6 名玩家: 共玩 6 個回合

第3環節: 初次匯報

- ① 抽取 3 張匯報策略卡
- ② 5 分鐘構思
- ③ 用 1 分鐘分享由機會卡組成的方案 (每個構思可獲 2 分)
- ④ 3 分鐘收集玩家意見 (參考初次匯報回饋指南)

第4環節: 最後匯報

- ① 使用匯報條件評分卡和最後匯報評分卡
- ② 5 分鐘構思 1 個最終設計方案
- ③ 1 分鐘快速匯報
- ④ 3 分鐘問答環節
- ⑤ 玩家為匯報者評分

PRE-PITCH FEEDBACK GUIDE 初次匯報指南

The idea I would most love to see you focus on is...

我覺得你可以把重點放於...

One thing I would love to see you develop further within your idea(s) is...

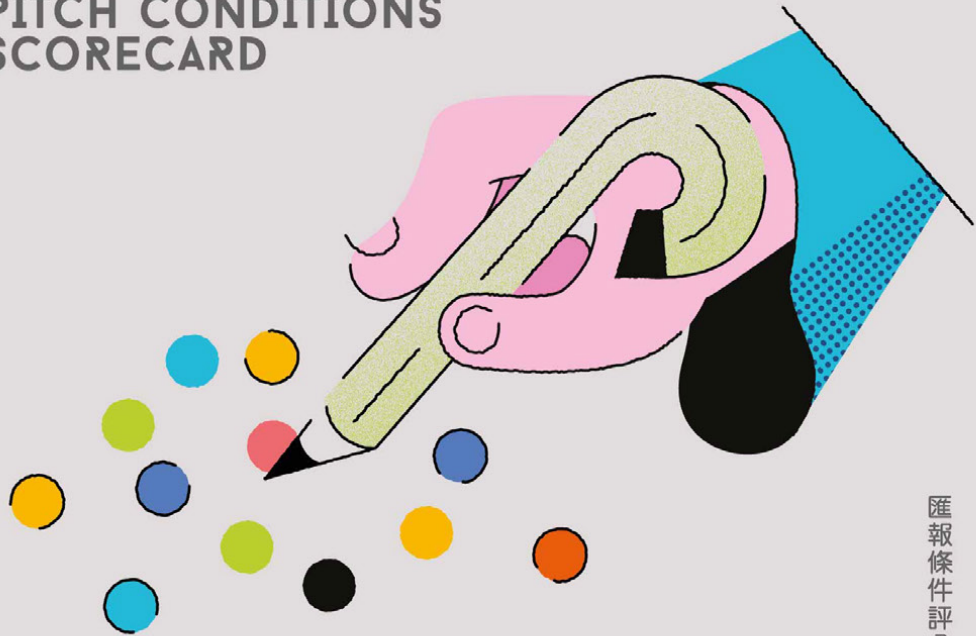
我覺得你可加以發展在你方案中的...

One thing I really liked about your idea(s) was...

在你的構思中, 我尤其喜歡的部分是...

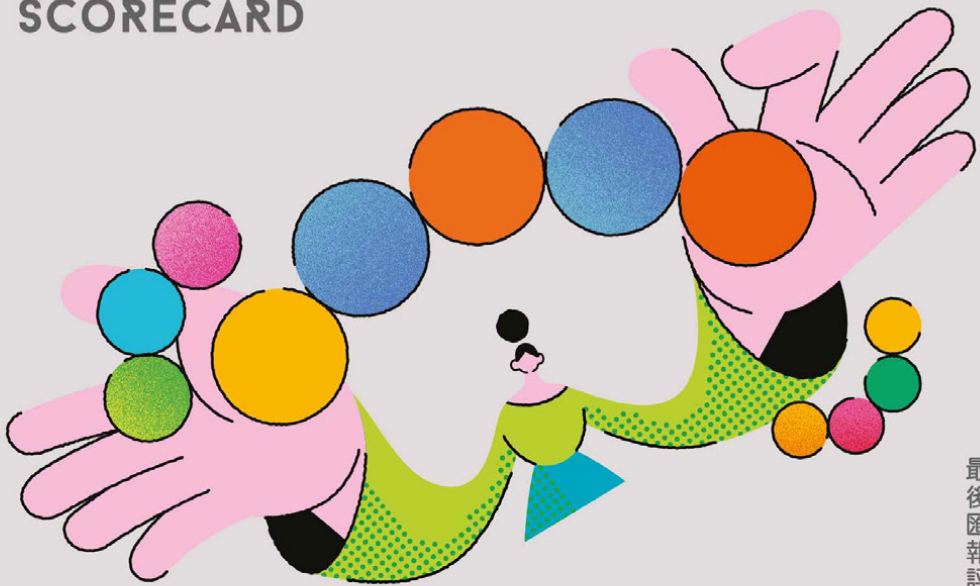
| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|-----|
| 1 | 20 | 21 | 40 | 41 | 60 | 61 | 80 | 81 | 100 |
| 2 | 19 | 22 | 39 | 42 | 59 | 62 | 79 | 82 | 99 |
| 3 | 18 | 23 | 38 | 43 | 58 | 63 | 78 | 83 | 98 |
| 4 | 17 | 24 | 37 | 44 | 57 | 64 | 77 | 84 | 97 |
| 5 | 16 | 25 | 36 | 45 | 56 | 65 | 76 | 85 | 96 |
| 6 | 15 | 26 | 35 | 46 | 55 | 66 | 75 | 86 | 95 |
| 7 | 14 | 27 | 34 | 47 | 54 | 67 | 74 | 87 | 94 |
| 8 | 13 | 28 | 33 | 48 | 53 | 68 | 73 | 88 | 93 |
| 9 | 12 | 29 | 32 | 49 | 52 | 69 | 72 | 89 | 92 |
| 10 | 11 | 30 | 31 | 50 | 51 | 70 | 71 | 90 | 91 |

PITCH CONDITIONS
SCORECARD



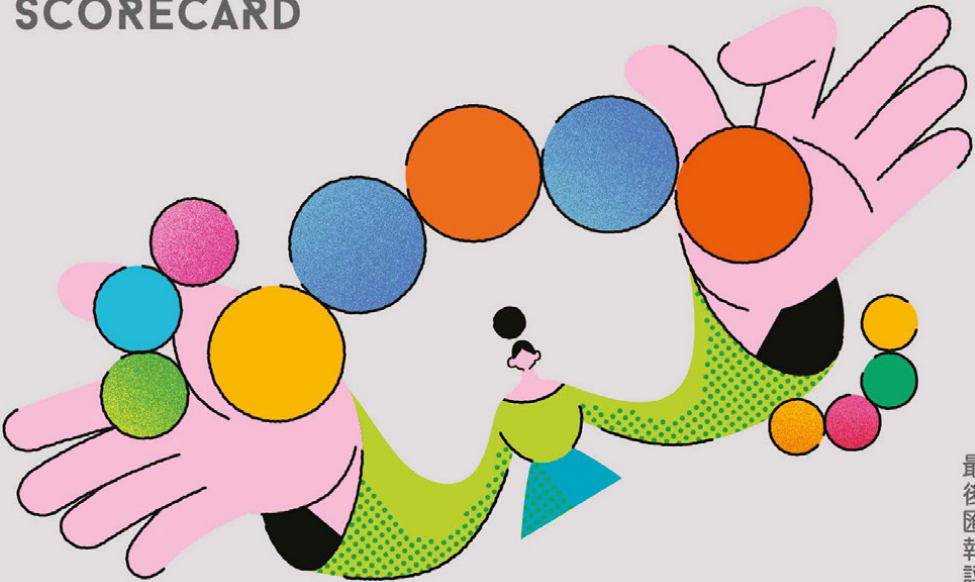
匯報條件評分

FINAL PITCH
SCORECARD



最後匯報評分

FINAL PITCH
SCORECARD



最後匯報評分

FINAL PITCH
SCORECARD



最後匯報評分

FINAL PITCH SCORECARD 最後匯報評分

INNOVATION 創新

1 2 3 4 5 Extremely innovative
非常創新

IMPACT 成效

1 2 3 4 5 Extremely impactful towards the Character
為角色帶來極正面影響

IMPLEMENTATION 執行

1 2 3 4 5 Extremely feasible to build / implement
非常高的可行性

PERSUASIVENESS 說服力

1 2 3 4 5 Idea presented in an extremely persuasive way
非常具說服力

RESPONSE 回應

1 2 3 4 5 Extremely outstanding responses in the Q&A
於問答環節作極出色的解答

SOLUTION 方案

PERFORMANCE 表現

PITCH CONDITIONS SCORECARD 匯報條件評分

Name created for solution

為方案定立名稱

2

Solution used 3 or more opportunities

方案應用了 3 張或以上的機會卡

2

Name of Character referenced

提及角色名字

2

Details / attributes of Character referenced

提及更多關於角色的資訊

2

Pitch duration between 50 seconds and 1 minute

匯報長度於 50 秒至 1 分鐘之間

2

FINAL PITCH SCORECARD 最後匯報評分

INNOVATION 創新

1 2 3 4 5 Extremely innovative
非常創新

IMPACT 成效

1 2 3 4 5 Extremely impactful towards the Character
為角色帶來極正面影響

IMPLEMENTATION 執行

1 2 3 4 5 Extremely feasible to build / implement
非常高的可行性

PERSUASIVENESS 說服力

1 2 3 4 5 Idea presented in an extremely persuasive way
非常具說服力

RESPONSE 回應

1 2 3 4 5 Extremely outstanding responses in the Q&A
於問答環節作極出色的解答

SOLUTION 方案

PERFORMANCE 表現

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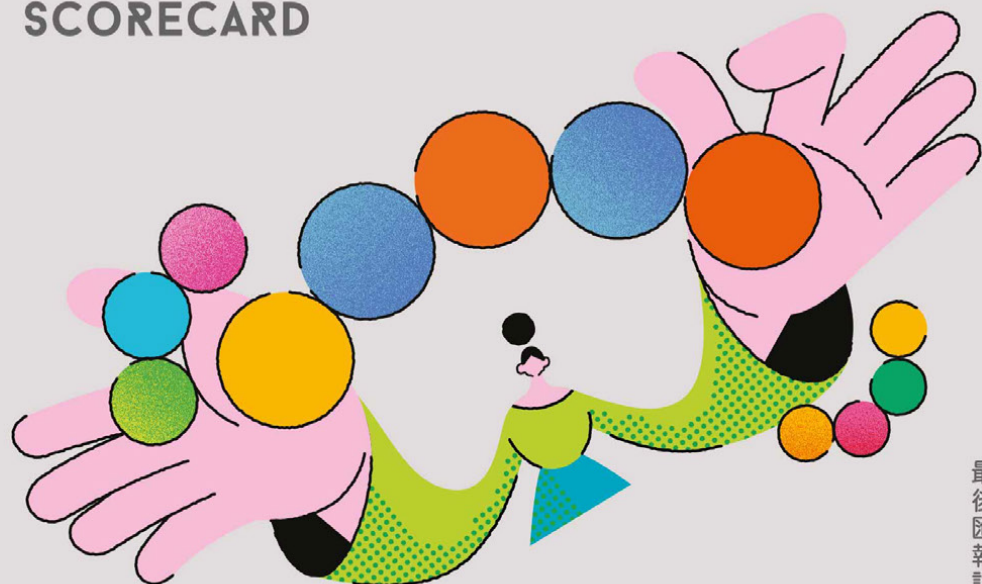
RESPONSE 回應

1 2 3 4 5 Extremely outstanding responses in the Q&A
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SOLUTION 方案

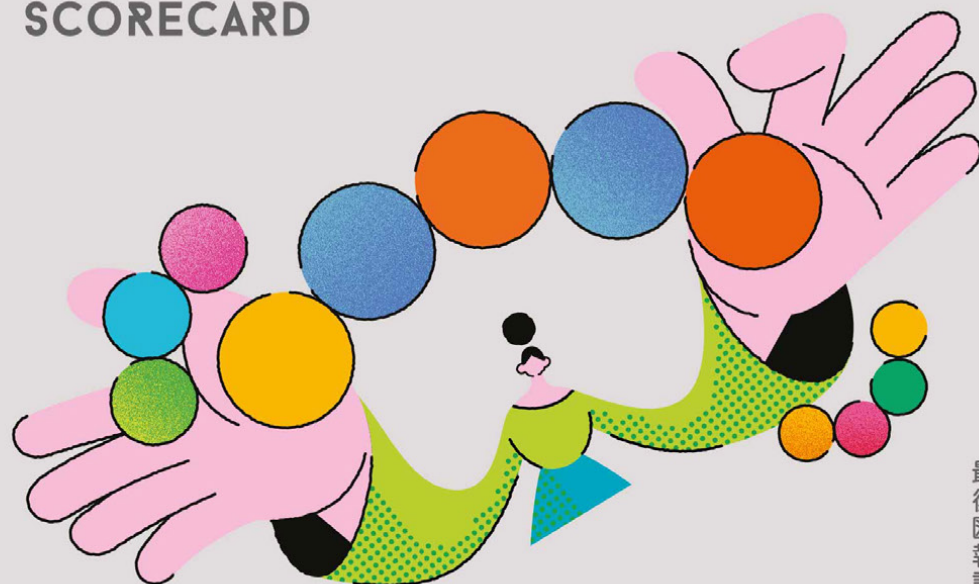
PERFORMANCE 表現

FINAL PITCH SCORECARD



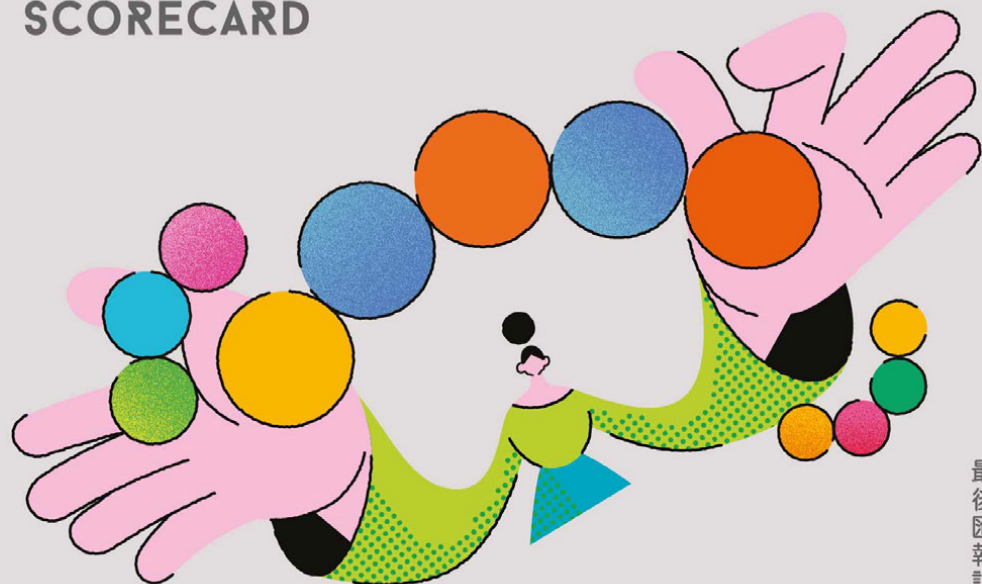
最後匯報評分

FINAL PITCH SCORECARD



最後匯報評分

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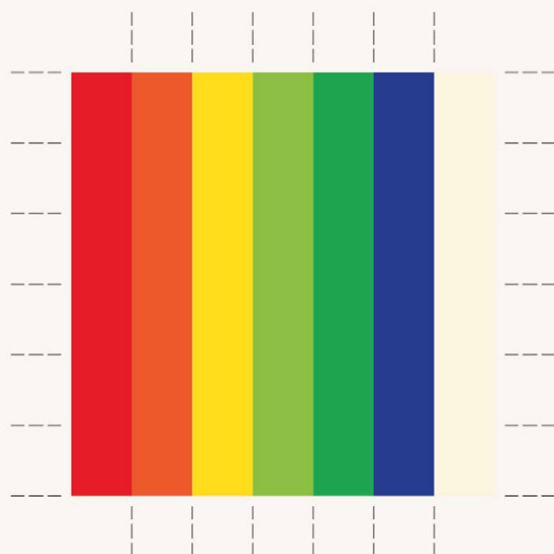
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SOLUTION 方案

PERFORMANCE 表現

SCORE MARKERS 計分棋子



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