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Intro to Psychology Card Game Protoype

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Game*play* + **Game***Rules*

Premise of the Game

- Players get to know each other.
- Players get introduced to general facts about psychology.
- Players get to have guided conversations about general psychology topics.

Gameplay and Basics

- Two Decks: "Theme Deck" + "Sentence Deck".
- A theme is associated to each "sentence" card.
- "Theme Deck": Provides theme of the conversation + general discussion question.
- "Sentence Deck": Provides sentence/fact about the psychology topic.
- Players need to casually "slip in" the sentence/fact from the "sentence deck" into the conversation.
- Players need to identitfy when another player "slips" a sentence into the conversation.
- The player with the most "sentence" cards collected wins.

13+

PLAYERS 3-6

MINUTES 20

"The first human who hurled an insult instead of a stone was the founder of civilization."

— *Sigmund Freud*

GAME RULES:

- Dealer pulls 1 card from the "theme" deck and reads the theme + discussion question out loud for all players.

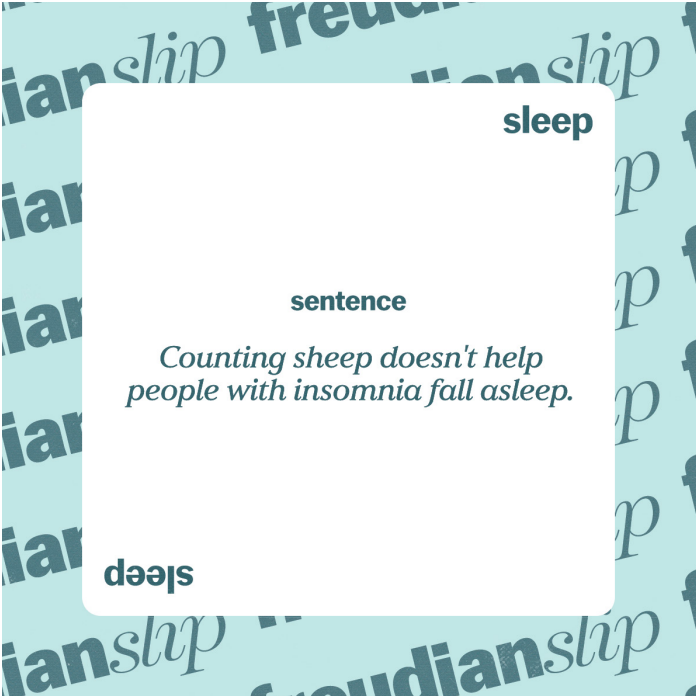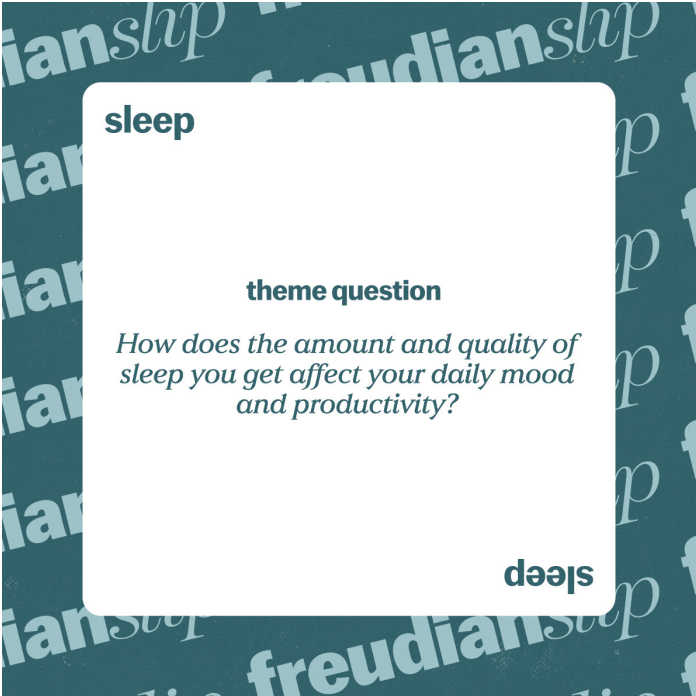- The back of each card from the sentence deck has a theme associated to it.

- Dealer gives each player 3 cards from the "sentence" deck, the theme on the back of the card must match the theme that was chosen at the beginning of the game.

- Players start a guided conversation based off of the "theme" and its related discussion question.

- Players must "slip in" a sentence/fact from one of their "sentence" cards smoothly into the ongoing conversation.

- Points are gained by successfully identifying when another player "slips in" a sentence/fact into the ongoing conversation.

- The player who identifies the sentence/fact that was "slipped into" the conversation takes the other player's "sentence" card and keeps it.

- After 20 minutes, the player with the most "sentence" cards collected from identifying the other players' conversation "slips" wins.

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PlayingCard*Prototypes*

Theme Deck

Sentence Deck

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CardDeck_Prototype_

InstructionCard*Prototype*

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INSTRUCTIONS

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BoxPrototype

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PLAYERS		MINUTES
3-6	13+	20

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PLAYERS 3-6   13+   MINUTES 20

sentence

Counting sheep doesn't help people with insomnia fall asleep.

sleep

theme question

How does the amount and quality of sleep you get affect your daily mood and productivity?

sleep

sleep

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INSTRUCTIONS

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