

Sitka

A card game for middle school kids that explores roles, relationships and challenges within communities.

A Game for Learning

Sitka is a card game for 4th-6th grade students. It could be played in a social studies class. Within a humorously competitive environment, students think critically and creatively about real regional issues in a socially interactive setting. The goal is to balance information set in an unusual context with surprise and fun – to differentiate it from card games that are either trivial or bluntly scholastic.

Games are structured communication spaces in which

people explore an objective, the game's content, structure of play, and rules. In the development process games must be played often and from observing play the designers can adjust the prototypes to approach a balance of skill, chance, and strategy.

Players set out to accomplish defined Challenges by assembling Skill cards that consist of people, skills, and tools divided into four suits based on local mythology. When they have the elements to meet a Challenge, they tell a story of how

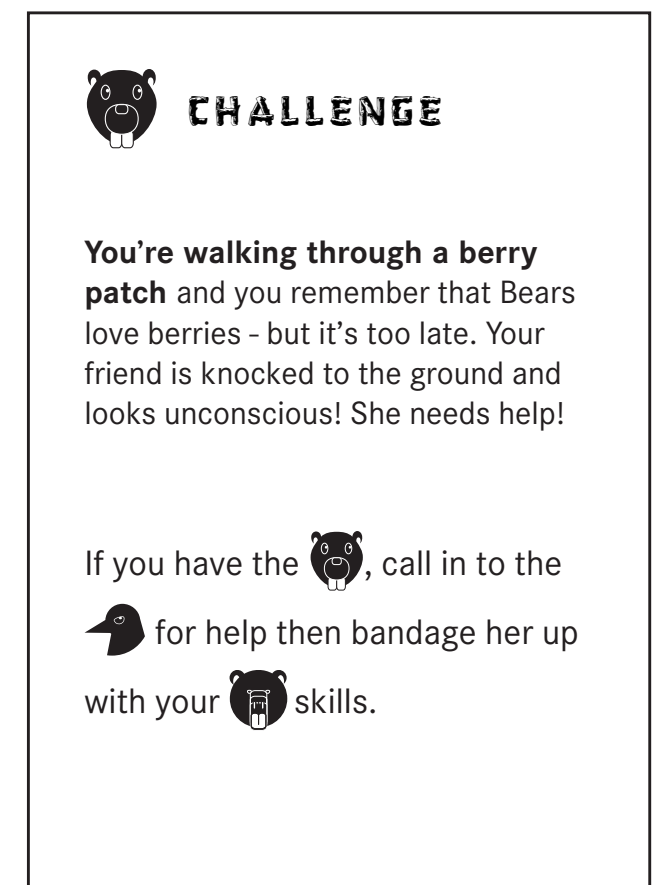
these components work together to solve the problem.

Sitka was developed as the first version for a game platform. Replacing the content with a different region of the world alters what's learned but not how it is played. It's easy once a student understands game play. The platform used with different parts of the world instigate multiple lessons teaching the value of diversity by revealing to students that different sets of skills and tools can solve similar societal problems.

Sitka illustrates how diversity helps to address a community's unique challenges.



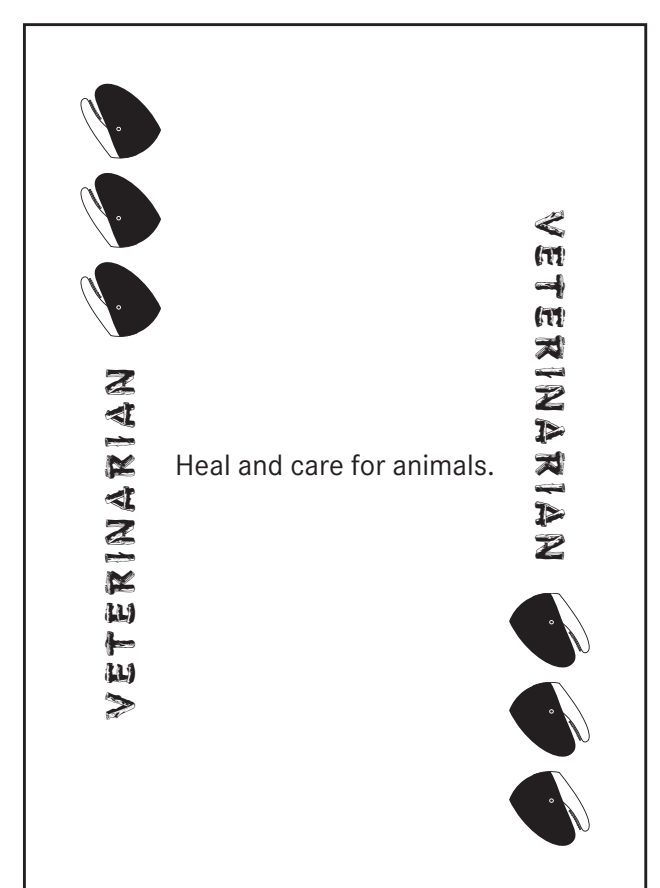
Challenge card, front



Challenge card, back



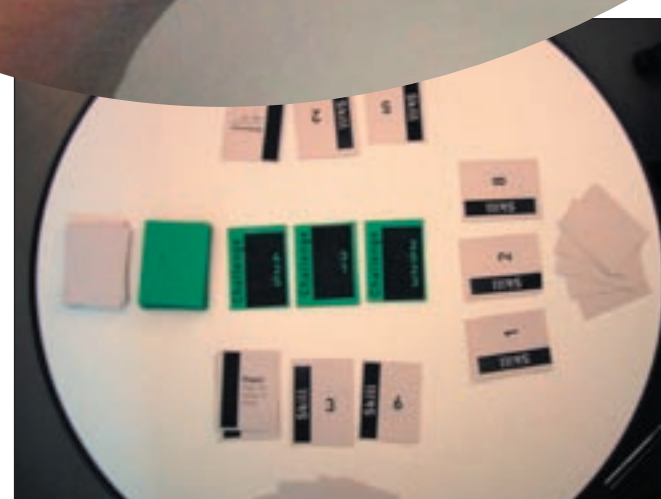
Skills card, front



Skills card, back



Prototypes
Paper prototypes quickly incorporated improvements learned from testing.



Skill card suits are based on Inuit mythology



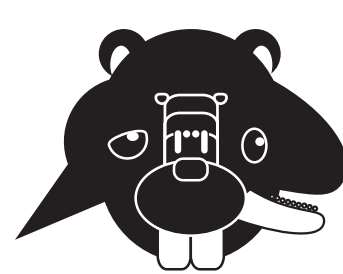
RAVEN

Raven is Alaskan lore's trickster. Raven cards represent intelligence and cunning for challenges that require people who solve problems, such as a police officer.



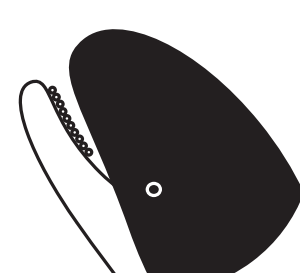
BEAR

Bears represent physical strength and hard work. Bear cards are skills and abilities used for survival.



WILD

A graphic amalgamation of the four main suits. Wild cards can be used for any Skill card and have no value.



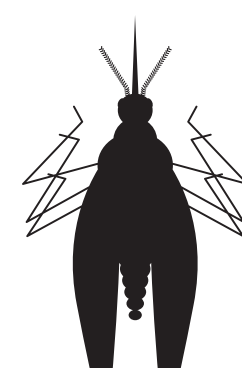
ORCA

Orca cards are people represent people with wisdom and compassion, such as a teacher. One story tells how killer whales take drowned souls to the undersea world.



BEAVER

Beavers have long front teeth to do their work. Beaver cards represent tools.



BUG

Inuit are extremely terrified of bugs. Bug cards can be used to slow down your opponents.

Communications Workshop

Advisors: Sharon Poggenpohl

A workshop whose aim was to develop games for middle school kids that taught them what a career can entail.