



SYNTHESIS!

The chemistry card game

Who I am

IL215- Serious Tabletop Game Design and Development

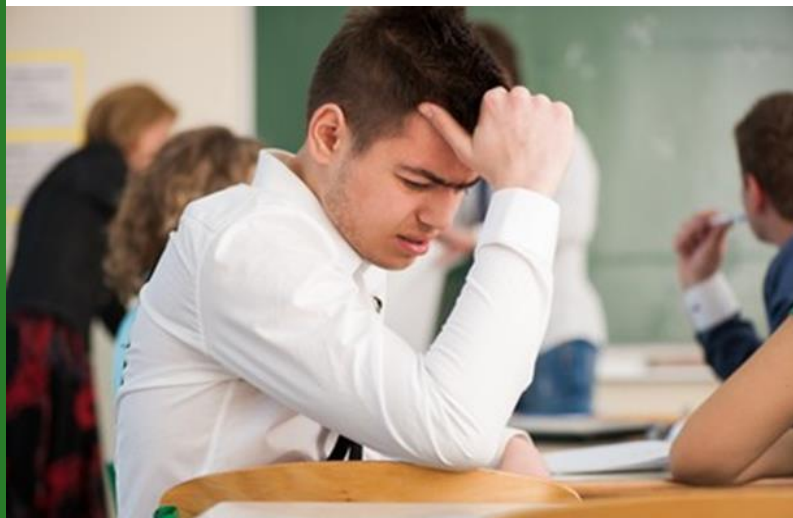
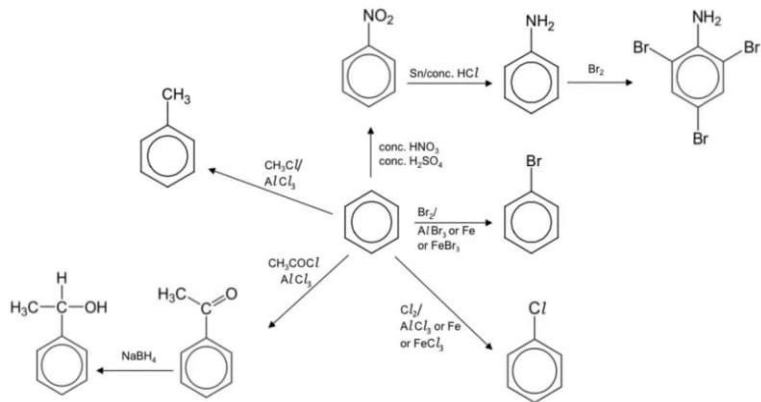
- Physical
- Related to chemistry
- Educational

Chemistry student and ambassador

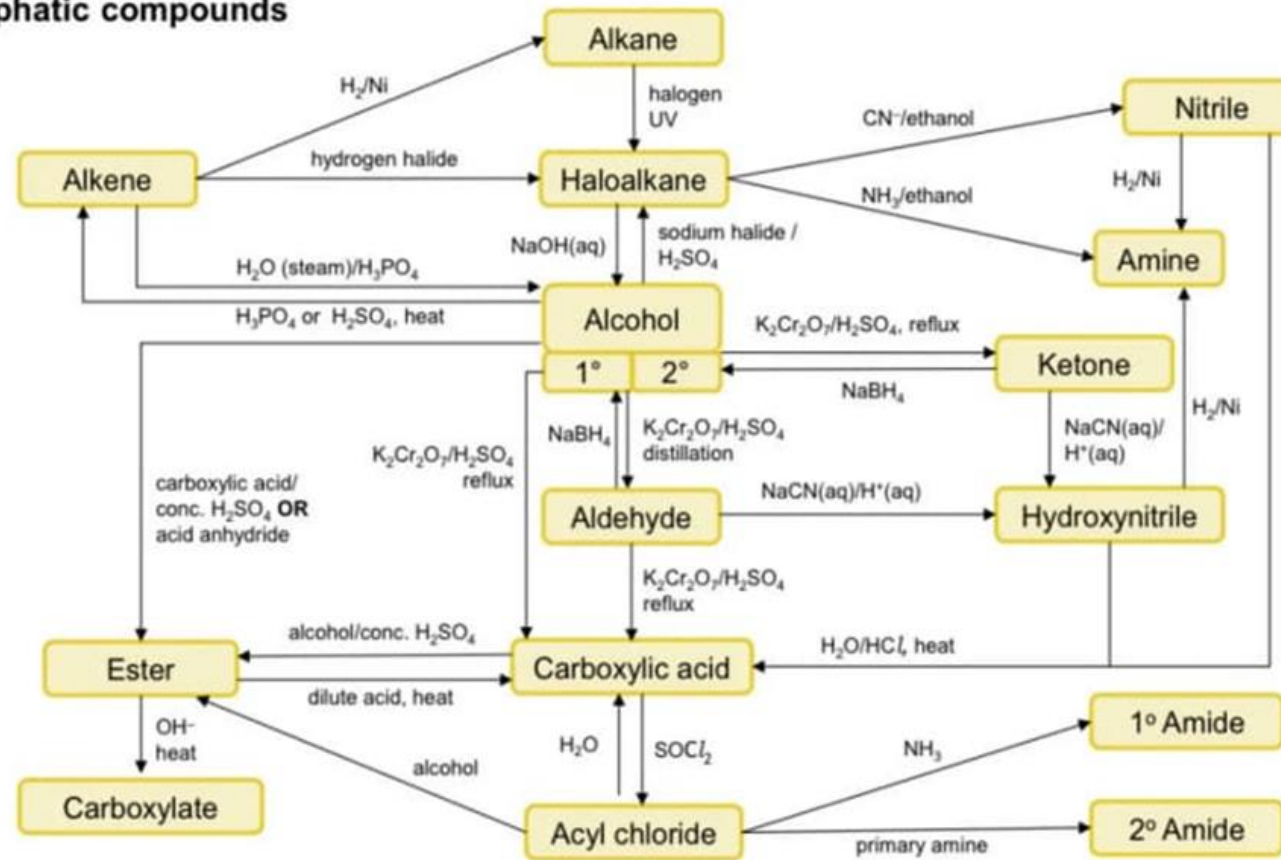
- Open days
- Offer holiday days
- Student feedback



Synthetic routes (A Level) - reaction pathways
Aromatic compounds



Synthetic routes (A Level) - reaction pathways
Aliphatic compounds



The current chemistry landscape



Goals and Aims

The goal- to make and share an alternative way for students to revise organic chemistry.

The aim- making and testing a physical game

- Tailored to A-level knowledge
- Conceptualising organic chemistry
- Learning through play

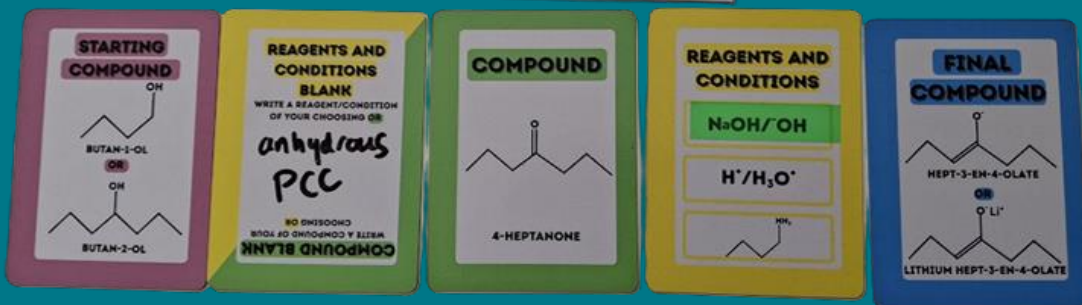
What has been done?

SYNTHESIS!- The chemistry card game

- Designed
- Playtested
- Prototyped



UK
GAMES
EXPO



What I want to achieve

- Working on this project ~15 hours per week

Week 1-2

Game plan

Week 2

Paper
prototyping

Week 3

Playtesting

Week 4-5

Adjustments and
designing game
parts

Week 5

Fill out prototype
order

Week 13

Playtest with final
copy

Cost breakdown

- Researcher cost- £950
- Playtest cost- £400
- Materials cost- £520
- Total costs- £1870





One-year plan

- Social enterprise
- Demo in sixth forms
- Work with Warwick Chemistry Ambassadors
- Bring extra units to each school

Call to action

- Just under £1900 in funding
- Support into working with secondary schools
 - Stay in touch!

Questions



Cost breakdown

	Breakdown	Cost
Researcher cost	15 hours 4 weeks £15.77 per hour	£956.56
Playtester payment	20 vouchers £20 per voucher	£400
Materials cost	20 copies ~£26.01 per copy	£520.20
TOTAL		£1876.76

Stay in touch!

**Email- u5623284@live.warwick.ac.uk
Sabah2rabally@gmail.com**