Towards a functional classification of digital tools in hybrid digital boardgames

Research Question

What are the core functions played by digital tools in commercial hybrid boardgames (HDBs)?

Preliminary Results

24 distinct functions identified from more than 130 games. We have grouped these into 11 broad categories (shown below).

Method

We examine the current use of digital technologies in hybrid digital boardgames through artefact review (130+), critical play, online survey (270+) & interviews (18+) with industry practitioners.

Contribution

This schema will provide a language for game researchers to use in describing games, and will assist and encourage designers to explore the affordances of hybridity for game design.

Sensing · Timing · Randomising · Combining elements · Designing · Teaching · Revealing or providing information · Representing · Mapping · Results & resolution · Theme & story

Find out more

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