

Game Design CV

Roberta Taylor Game Designer

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Skills

I am an experienced analogue game designer specialising in accessible, family friendly games. I am passionate about designing games that create compelling opportunities for learning and conversation and am very interested in the space where play and serious ideas intersect. I work well within constraints and am very good at understanding the heart of an idea and making room for exploration of that idea within the game.

Design Catalogue

Maple Valley

A cozy follow up to Creature Comforts, this game, published by KTBG, will launch on Kickstarter in November 2022.

Undisclosed

I created this game, intended for the hobby market, for a boutique publisher, working with very specific constraints. The game is expected to launch in late 2022 or early 2023.

Rooted in a Changing World

A solo contemplative journaling role playing game designed for GEEZ magazine, this game has players imagine being a tree, growing in a changing environment. An invitation to slow down, the game was featured in Summer 2020, Issue 57.

Exploring Wahkotowin

Wahkotowin means kinship interwoven in relationships, communities and natural systems. The Exploring Wahkotowin board game aspires to spark non-Indigenous people to start thinking about what Treaty means, specifically to those living on Treaty 6 lands. This game was designed for the Edmonton Shift Lab and Skills Society with support from the Edmonton Foundation.

The Red Burnoose: Algeria 1857

This game was designed for *Hit Em with a Shoe*, a US based game company. The goal of the project was to create a wargame about

the French Colonization of Algeria that approached the subject from a feminist perspective. By examining the role of women in the resistance and taking a look at what impact this conflict had on communities, this game calls the wargame genre to look more closely at how it tells stories and whose stories are told.

Creature Comforts

A cozy family game using unique shared dice pool mechanics, this game was kickstarted in 2020 by Canadian publisher Kids Table Board Games, raising over \$800,000 in preorders. The game is expected to ship at the end of Q1 2022.

Octopus' Garden

A re-imagining of Octopus' Garden with all new art and updated mechanics, this game was successfully kickstarted by Maple Games in late 2021.

Undisclosed

An easy to learn story-telling game designed for an innovative US company, this title (protected under an NDA) was pitched and created on a short timeline to very specific criteria. The client was very happy with the completed game.

Shadows of the Academy 2016

Designed on contract for Edmonton ad agency DDB on behalf of Alberta Health Services, this cooperative card game for kids in grades 4-7 aims to prevent students from using tobacco by both educating about the dangers of tobacco and, more excitingly, building strong social capital so that they have the confidence to say no to smoking.

The response from test markets was so positive that schools' initial orders of 5,000 games increased by 300%. Since the Shadows of the Academy launch in September 2016, the game has found its way into 3,000 schools and has been officially adopted as part of the provincial school curriculum.

Octopus' Garden 2011

Winner of the Canadian Game Design of the Year award, this beautiful family game was very well received and has a loyal following to this day.

Sherwood Showdown 2010

My only self-published design, this 2 player card game set in Sherwood Forest has been enjoyed by gamers all over the world.

Awards

Judee Blohm Scholarship recipient, 2019

Awarded to first time attendees of the North American Simulation and Gaming Conference.

Canadian Game Design of the Year, Winner 2010

Awarded by the FallCon gaming society in Calgary, AB, this award sought to highlight Canadian talent in game design. Octopus' Garden took this award in its inaugural year.

Canadian Game Design of the Year, shortlist 2014

Unpublished design Raven's Feast was shortlisted as one of 5 finalists in 2014.