Media Kit

Roberta Taylor

Game Designer

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About Me

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Services and Skills

Roberta Taylor

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I am an experienced analogue game designer specialising in accessible, family friendly games for the hobby market. I am also passionate about and experienced in designing games that create compelling opportunities for learning and conversation around serious topics.

I am fascinated by the spaces created for storytelling within games, and I believe that good game design invites players into the story.

I provide game design consulting and services for educational and business projects. I am a skilled communicator who is adept at taking client needs and turning them into games that engage. I am flexible, creative, and comfortable working with short deadlines.

I am also a confident public speaker and am available to participate on panels, as well as present on analogue game design for general, secondary and post-secondary audiences. I love being a part of the conversation!

Please see my portfolio for past work.

Appearances

August 2024- GDX, speaker

'*Lessons Learned*'

A talk on the creation of Creature Comforts and other games.

September 2022- CBC Radio Edmonton

Morning Show interview focused on my transition to full time game designer and current work.

December 2021- Edmonton Journal

Feature article on my work in game design, focusing on the soon to be released titles "Creature Comforts" and "Octopus' Garden".

November 2020- Metatopia (virtual), panelist

"The Care and Feeding of Your Creative Self."

How do you keep a creative spark alive when everything is coming to pieces around you? This panel will discuss some practical ways to nurture your creative self when you feel like you can't possibly make anything
Panelists: Paul Saxberg, Shoshana Kessok, Kimberly Lam, Roberta Taylor

"Should Games Make You Feel Bad?"

As designers we strive to make games "fun", but they can also be a vehicle for other emotions, such as fear, sadness, disgust, shame, etc. From Brenda Romero's Train to Marc Gertz's Imperial, we will explore several games that intentionally or unintentionally make you feel bad.
Panelists: Tam Myaing, Doug Levandowski, Roberta Taylor, Jessica Creane.

September 2019- University of Alberta game development club, Guest speaker

"Exploring Big Ideas with Analogue Games", presented to the University of Alberta's Game Development Club.

July 2019- Direct Play Share XP, Speaker

"Lessons learned in 10 years of designing games", presented to the Direct Play community in Edmonton.

Speakers: Roberta Taylor, Nick Fong, Vanessa Capito.

April 2019- Press A to Start, Edmonton AB. Panelist

"Designing Experience—From Analog to Digital"

All games, whether they are analog or digital, are designed experiences that require hundreds of hours of research, iteration, and testing to create a product that is smooth, intuitive, and accessible to everyone. Our panelists will talk shop about the different ways we can approach and execute UX design in games, such as how accessibility affects their approach to design, as well as how to get from prototyping to final product, and the formulation of mechanics, theme, and other components in the games we love to play.

Panelists: Charles Cue, Roberta Taylor, Åsa Roos

February 2019- Guest lecturer

University of Alberta, INT D350 - Game Design Principles and Practice

Lecture on Board game design, focusing on best practices.

September 2018- Guest lecturer

Edmonton Digital Arts College, Foundations of Video Game Design Program

Lecture on Board game design, focusing on best practices

September 2018- Fallcon, Calgary AB. Panelist

"What's stopping you making your game?"

A conversation with the audience about the things that are holding them back from creating games and how they can move past those things.

Panelists: Sen Foong-Lim, Paul Saxberg, Roberta Taylor

May 2018- DPX, Edmonton AB. Panelist

"Designing with Diversity"

A conversation on how designers can build diversity into their design processes so that we're not just putting a token character into our games, but rather creating content that reflects the true richness of humanity and human experience and which welcomes all players. The panel will focus on best practices, common mistakes, and resources for designers.

Panelists: Vanessa Caputo, Kimberly Lam, Blake Novak, Roberta Taylor

November 2017- Metatopia, Morristown, New York. Panelist

"What Scares You About Making Your Game?"

You've got a board game, card game, RPG or LARP in your head, but something's stopping you from settling down and doing the work to get it done and out there in the world. What is it? Let's get into your head and smack down the voices telling you it can't be done.

Panelists: Darren Watts, Christopher O'Neill, Roberta Taylor.

"Building Narrative Arc Into Board Game Design".

Everyone loves a good story, whether it's in a book or on a screen, but what about memorable story in boardgames. What does story look like in a boardgame? How is story different from theme? How does the designer partner with players to tell a story? What are the limitations and where is the creative space wide open?

Panelists: Roberta Taylor, Curt Covert