

Interim report

Birds in the City: Bengaluru Edition - Boardgame [2023-24]

Current status of the project

Playtesting sessions with various audiences

This has been a crucial time for playtesting from the point of view of the game. We conducted 5 online playtests of version 5.0 of the game using the online platform Figma with friends, family and experts in the field of game design. The notes from these play tests are documented [here](#). In addition, post some feedback and tweaking of the game play, since November 2023, we also did 7 in person play testing sessions with a diverse range of audiences. So far, the game has been played with 65 people (age group ranging from 14 to 62).



Photos from playtests in Pune and York

Post-playtest iterations

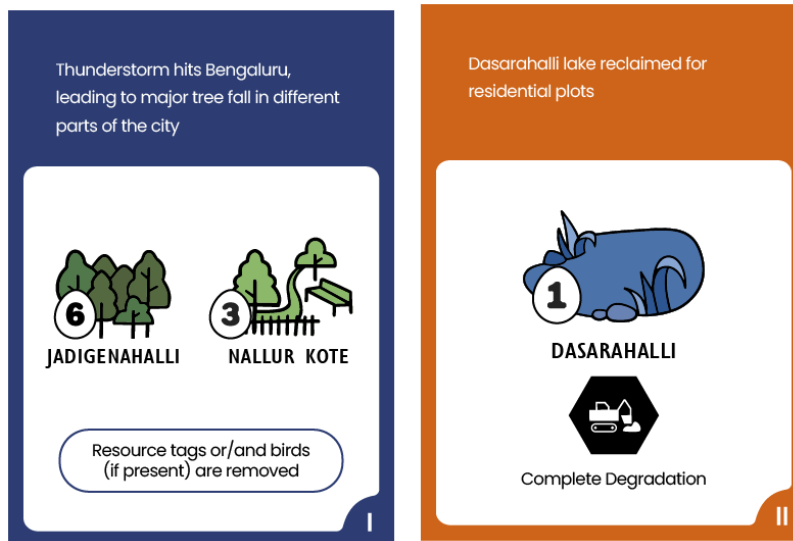
After the playtest sessions, some aspects of the game were made final. The city event cards were modified based on feedback. Kannada translations for these were completed to be incorporated in the Kannada version of the game.

Companion Booklet

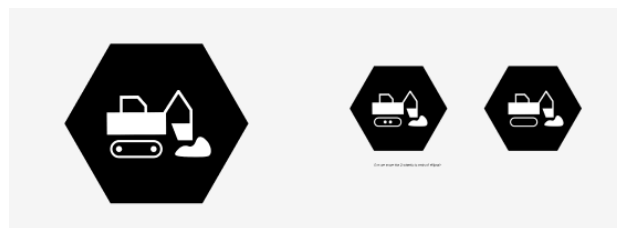
Work on drafting and editing the companion booklet for the game was done over the last 6 months. We worked with our collaborator, Tiara Aurora on this huge task of putting together the booklet which is a necessary accompaniment to the game that explains the game elements, the story, the journey and rules. It also tried to provide people a perspective on the actions in the game in light of the current affairs in the city. The current near-final draft of the companion booklet can be viewed [here](#). We are now working on the final edits, kannada translation. Along with that, we are collaborating with a designer to format the layout and design of the booklet.

Artwork

Our illustrator, Nicole Elsa has been finalising the artwork and design of the game board and cards in the last few months as well. After several iterations, we have a final look of the cards and board ready to be sized for manufacturing and printed.



Design of City event cards from Deck I and Deck II



Iterations of some icons in the game

The box cover illustration and design for the game is being done by Karunya Bhaskar. The work is currently under way and we are in the process of finalising the artwork style and costing. The concept and brief has been sent to the artist and she's working on initial drafts of the design.

Conference events and other participation

In January 2024, we attended TTOX, Bengaluru - a convention on Table Top board games to connect with the industry and establish contacts with manufacturers and production houses and also to get a feel for aspects of manufacturing, sales and what kinds of nature and ecology based games are out in the market. Here we managed to make contacts to help with manufacturing the game. Following this we have had meetings with 5 manufacturers, based in different cities across the country and are in conversation with Bangalore based Prajwal Manu for printing and production of the game.

In April 2024, the game was presented at the Play for the Planet conference at the University of York. It was an opportunity to play the game and discuss its potential with researchers, educators and designers working with environmental games.

Production and sales: In the meantime, we have also finalised our model for logistics post manufacturing through the Nature Conservation Foundation, our partner organisation. We have approached the accounts team and had conversation about putting the game up on the NCF store for sales and shipping.

Website and Blog

In the last 6 months, Blog 3 introducing the birds that are a part of the game was published on our website: <https://www.playinnature.in/post/flights-of-fancy-birds-commonly-found-in-bengaluru>.

The goal of this blog was to document the birds from the game on the website where we could direct players from the game for more information about the birds, their behaviour, ecology, diet, habitat and more. Blog 4 that presents the design process of the game has been written and is undergoing edits for publishing.

We have also updated the website to reflect all the updates in the game, the team and playtesters. Both Kannada and English versions of the website are now up to date.

The project and game has been featured in the news and media by various media houses and all these articles have been linked on the website: <https://www.playinnature.in/game>.

Extension request and timeline

We are hereby requesting a 6 month extension on the current grant period (April 2024 - September 2024).

Here is the revised timeline going forward:

Activity	Duration	Months
Box cover art and design	6 - 8 weeks	May-June 2024
Companion Booklet Layout and final design	6 - 8 weeks	May-June 2024
Manufacturing <ul style="list-style-type: none">- Finalising cost and number of boxes- Creating trial versions, proofreading- Printing final game copies	10 - 12 weeks	June - August 2024
Setting up distribution channels with NCF	3 - 4 weeks	July 2024
Play sessions with schools, cafes, small events in Bengaluru and York	3 - 4 weeks	September 2024
Blog update on the website documenting design process and iterations	4 to 8 weeks	June - July 2024