

MISSION: COLLEGE ADMISSION

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INTRODUCTION

MISSION COLLEGE ADMISSION

"Getting educated has never been so hard"

- **2-6 players**
- target audience: **high school students; 13+**
- duration: **45 mins – 1 hr 30 mins**

- **competitive board game** that aims to **teach players about the admissions process for college** that takes on a **disaster survival approach**

- **Simulation of the college admissions process**
 - Class advantages and disadvantages highlighted
- **Inspiration:** The Game of Life + So You Want to Be an American?



**STARTING
CONDITION
WHOEVER IS
CLOSEST TO
THEIR
GRADUATION
DATE GOES FIRST!!**



CHARACTER CREATION

Choose a name and High School for your character! Then, start filling out the rest of the character sheet!



ASPECTS ON CHARACTER SHEET

INCOME TYPE

Roll 2D6 for income

PARENTAL EDUCATION

Roll odd for *attended college*
Roll even for *did not attend college*

LETTER OF REC

Collect through cards

GPA

Starting GPA of 2
Add/subtract through
cards

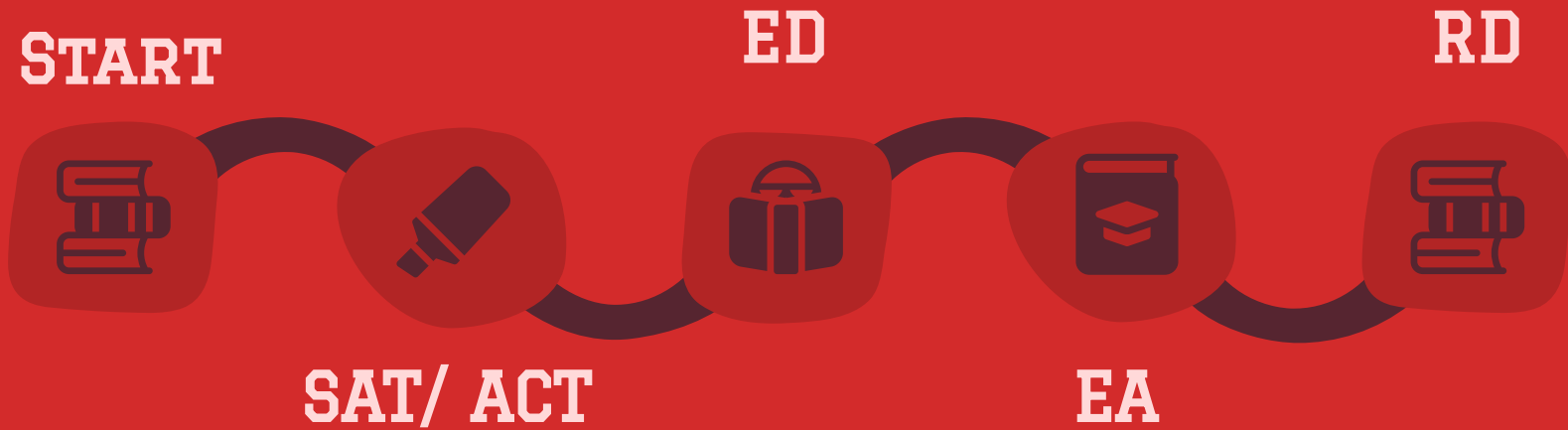
SAT/ ACT

Answer 3 (or 4) SAT/ACT
Questions: 1 point per
question answered
correctly

EXTRACURRICULAR S/ JOBS

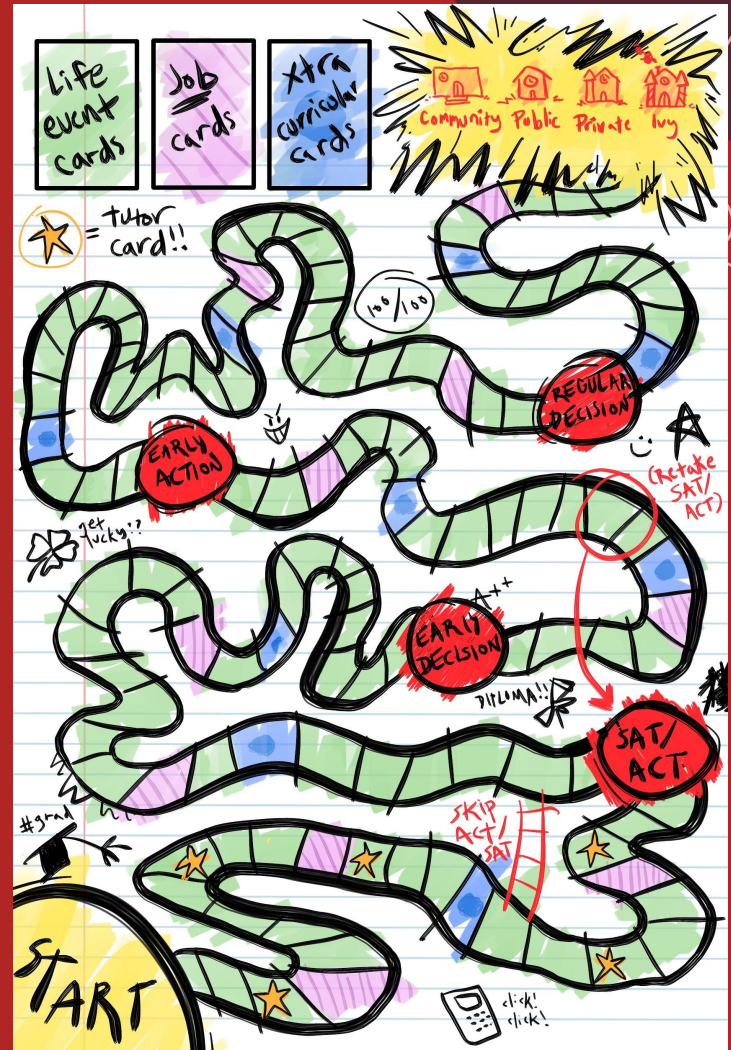
Add by landing on
specific spaces on the
board

THE BOARD



EXAMPLE OF A TURN!

- **Roll 2D6 and move that # of spaces**
 - If you come across a **STOP! space**, stop there even if you have more moves left.
- **Where did you land? What will you do?**
 - **Life Event square - green**
 - Pick up one **Life Event card**. Read it aloud and do as the card says.
 - **Job square - pink**
 - Pick up one **Job card**. Read it aloud and do as the card says.
 - **Extracurricular square - blue**
 - Pick up one **Extracurricular card**. Read it aloud and do as the card says.
 - **Tutor square - yellow star**
 - If you would like a tutor for the SAT/ACT, pay \$200. Then, pick up one **Tutor Token**. *If you would not like to pay for a tutor, your turn ends.*
- Your turn ends, and play continues **left**.



GETTING IN!

Application Grade/ College Type	COMMUNITY	PUBLIC	PRIVATE	IVY
0-2	7+	9+	10+	Immediate Rejection
3-5	6+	8+	9+	12
6-8	5+	7+	8+	11+
9-11	4+	6+	7+	10+
12-14	3+	5+	6+	9+

EDUCATIONAL POTENTIAL



ADMISSIONS TIPS

Doing well on
standardized tests,
keeping a high GPA, etc.



INEQUITY IN ADMISSIONS

Benefits of parents who
attended college, income
level advantages, etc.



SAT/ACT PRACTICE

Actual questions to help
prepare for the SAT/ACT.

BRAINSTORMING PROCESS OF CREATION

RECEIVING & IMPLEMENTING

01

FEEDBACK

02

GATHERING MATERIALS &

03

PLAYTESTING

04

RECEIVING & IMPLEMENTING

05

FEEDBACK

DRAFTS & BRAINSTORMING & INSPO

Community college
dice

public college
dice

private college
dice

Ivy league
dice

players (dice roll)
\$100 money

deciding chips
\$1000

most action cards chip

valid action chip

first to finish chip

best scholarship chip

job cards

grad card
Graduation! You did it! but... do you think your character was happy?

SAT/ACT turn
cost x \$5
add +3 to ACTION roll

college web
cost time
add

extra curricular cards

- community service
- club leader
- clubs/sports
- band member
- robotics team
- art/film making
- school ambassador
- school social media intern
- school newspaper
- unpaid intern

job cards

- nanny
- retail
- grocery store
- influencer
- car wash
- pet cleaner
- lawn mower
- dog walker

Character Sheet

name: _____

high school: _____

income type: _____

gpa: 1/4

SAT: 1/3

ACT: 1/3

(good, medium, bad score)
3 2 1

extra curriculars:

- _____
- _____
- _____

jobs

- _____
- _____
- _____

1/3

Community college	public college	private college	Ivy league
decision chip	decision chip	decision chip	decision chip
1/1	1/1	1/1	1/1

Most action cards	valid action chip	first to finish	best scholarship
1/1	1/1	1/1	1/1

1/24

Card types

Low income Action card

Middle income Action card

High income Action card

Better opportunities/ odds in higher income

Points

	Community	public state	private	Ivy
7-2	6-12	6-12	10-12	12
3-4	5-12	6-12	9-12	12
5-6	4-12	6-12	8-12	12
7-9	4-12	5-12	7-12	12
9-10	4-12	5-12	6-12	12-12
11-12	4-12	5-12	5-12	10-12

roll to get in

Slow down! Action cards

- skip turn to SAT study tutor
- skip turn to dead pet
- skip turn to work 4 money
- skip turn 4 test/essay
- skip turn (or minus pts) to extra curricular?

Points

- get/lose through cards
- gain from **extra curricular**

choice:

1st to end 2nd win pts 3rd to end 4th pts

Char sheet

name, age, high school

25% income

SAT, ACT, essay

Points: _____

roll for:

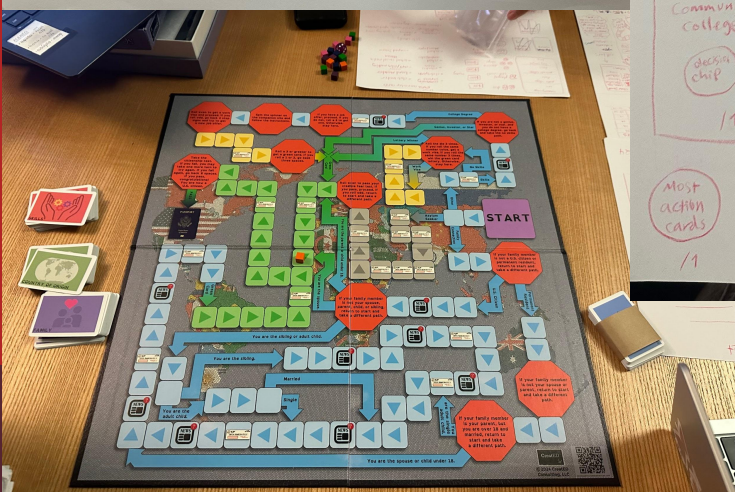
- income
- SAT/ACT (later)

win Options:

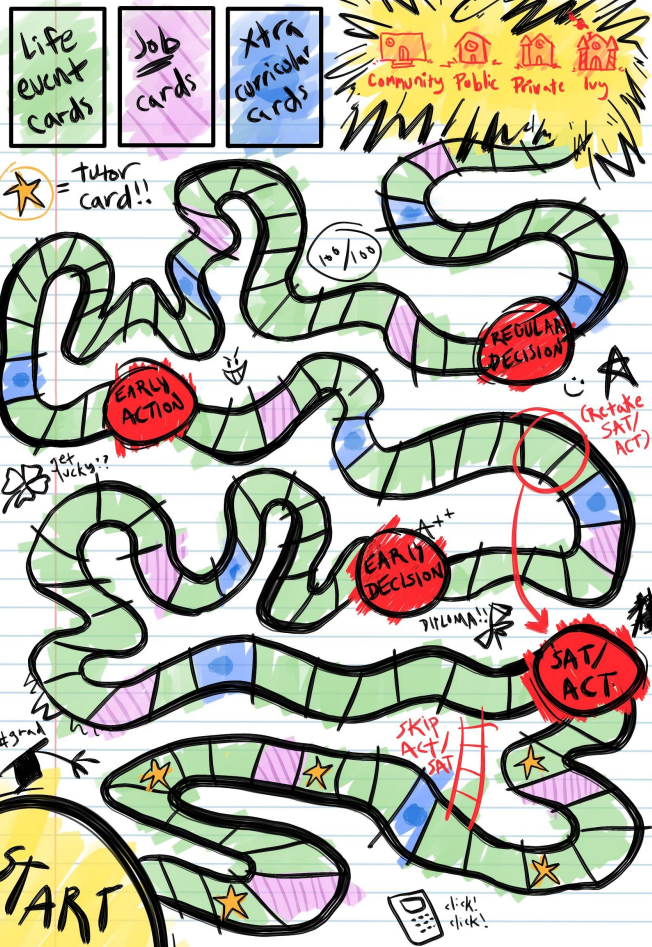
PTS: **4**

Example: 4 (ivy) + 3 (pub) + 0 (comm) + 2 (ivy) = 9

win points!



MATERIALS



Application Portfolio

Student Name: Your name!
 High School: If you cannot think of one, do your favorite color + natural feature + "high school"
 Income Level: Write in "limited income", "middle income", or "high income"

Parental Education: Check the box below that applies

Attended college: ☐ Did NOT attend college: ☐

GPA: This is your grade point average. You cannot go below 0, and you cannot go above 4. ↑ even sum (i.e. 2.5, etc.) to check this box

SAT/ACT: This is your standardized testing score. You cannot go below 0, and you cannot go above 3.

Jobs: This is your job score. You cannot go below 0, and you cannot go above 2.

Extracurriculars: This is your extracurricular score. You cannot go below 0, and you cannot go above 2.

Letter of Recommendation (+ 1 point) ☐ Letter of Recommendation (+ 1 point) ☐ College Essay (+ 1 point) ☐

Fill in the circle if chosen card allows it

Admissions Results

Ivy League: /4 ← Either 0 or 4 (rejected or accepted)

Private: /3 ← Either 0 or 3 (rejected or accepted)

Public: /2 ← Either 0 or 2 (rejected or accepted)

Community College: /1 ← Either 0 or 1 (rejected or accepted)

Admissions Total: Sum your total score of Ivy League + Private + Public + Community College

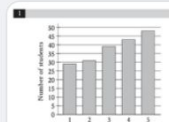
Cash Total (in case of a tie): Write down remaining cash total in the case that two players have the same admissions total

MATERIALS

MISSION COLLEGE ADMISSION	\$1000
MISSION COLLEGE ADMISSION	\$500
MISSION COLLEGE ADMISSION	\$200
MISSION COLLEGE ADMISSION	\$100
MISSION COLLEGE ADMISSION	\$50
MISSION COLLEGE ADMISSION	\$20
MISSION COLLEGE ADMISSION	\$10
MISSION COLLEGE ADMISSION	\$5
MISSION COLLEGE ADMISSION	\$1

Life Event Card	Life Event Card
Life Event Card	Life Event Card
Life Event Card	Life Event Card
Life Event Card	Life Event Card
SAT Card	SAT Card
SAT Card	SAT Card
SAT Card	SAT Card
SAT Card	SAT Card

You get extra credit for helping tutor a student from the grade below you. +0.5 GPA or +0.5 Extracurriculars.	Your friends drag you into a three-hour "study session" that turns into a gossip session. Skip your next turn OR -0.5 GPA.
A pipe bursts at school. Move back 2 spaces because your classes get relocated.	You are announced athlete of the week at your school! +0.5 Extracurricular OR move 3 spaces forward.
Your sibling spills water on your homework, and it's now illegible. -0.25 GPA OR pay \$40 for the answers from your classmate.	Your school emails a free SAT practice link on Khan Academy. +0.5 SAT/ACT (if available) or +0.5 GPA
You binge Netflix instead of studying for your science test. Go back 1 space OR -0.25 GPA.	Your teacher catches you cheating. -1 GPA OR move back 4 spaces.



- A) 25
B) 30
C) 35
D) 40

- What is a solution to the given equation?
- $$\frac{x^2}{25} = 36$$
- A) 6
B) 30
C) 450
D) 900

- What percentage of 300 is 75?
- A) 25%
B) 50%
C) 75%
D) 225%

- 3 more than 8 times a number x is equal to 83. Which equation represents this situation?
- A) $(3)(8)x = 83$
B) $8x + 83 = 3$
C) $3x + 8 = 83$
D) $8x + 3 = 83$

10. Which of the following is equivalent to $(6x + 3y) - (y - 2x)$?
- F. $4x + 2y$
G. $5x + y$
H. $5x + 5y$
J. $8x + 2y$

9. If $6y = 5x - 1$, then $x = ?$

- A. $\frac{6}{5}y - 1$
B. $\frac{6}{5}y + 1$
C. $\frac{6y - 1}{5}$
D. $\frac{6y + 1}{5}$

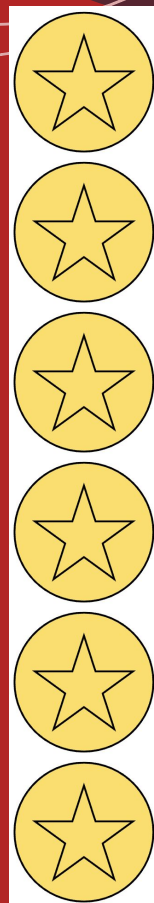
12. The whole numbers 1 through 30 were each written on separate pieces of paper. Those 30 pieces of paper were put into a jar. One piece of paper will be randomly drawn from this jar. What is the probability that this piece of paper will have a prime number written on it?

- F. $\frac{1}{30}$
G. $\frac{1}{20}$
H. $\frac{1}{10}$
J. $\frac{10}{30}$

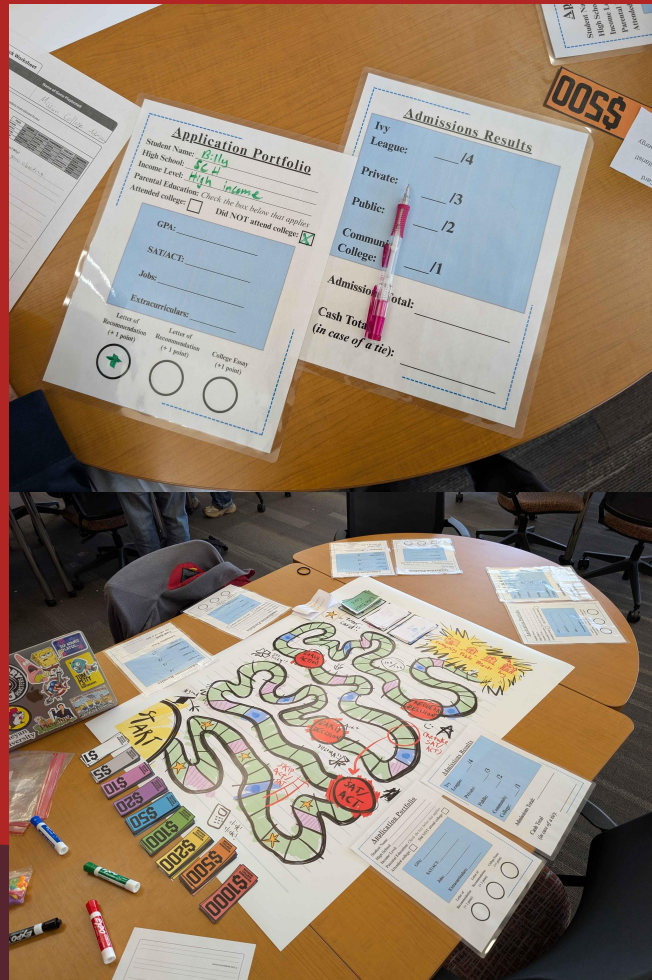
11. An object is launched vertically at 30 meters per second from a 55-meter-tall platform. The height, $h(t)$ meters, of the object t seconds after launch is modeled by $h(t) = -4.9t^2 + 30t + 55$. What will be the height, in meters, of the object 3 seconds after launch?

- A. 44.1
B. 100.9
C. 145
D. 189.1

ACT Card	ACT Card
ACT Card	ACT Card



PLAYTESTING



FEEDBACK

1. While playing the game, I felt...

Choose up to four options on the emotion table.

Excited, confused, and

FEAR	ANGER	SURPRISE	HAPPINESS	DISGUST	SADNESS
SCARED	HAD	CONFUSED	JOKING	DISAPPOINTED	GUILTY
WORRIED	WRY	STUNNED	PROUD	AMPEL	SHAME
REJECTED	THREATENED	AMAZED	OPTIMISTIC	DISAPPROVAL	LOVELY
NERVOUS	DETENT	EXCITED	PEACFUL	AVOIDANCE	BONES

2. During which moments/parts of the game did you feel each emotion? Why?

Character creation did not know game objective, i had nothing

3. What were your main struggles during the game?

Some aspects weren't explained before play, i was unsure of what's coming next, instead of seeing at the end is that the point?

4. What aspect of the game did you find most engaging? Why?

The board was awesome

- SAT/ACT rule dysfunction
- Seems like the game needs an active facilitator
- I think people should have different positions depending on income level and college education of parents!
- Going out → more social → pull on extracurriculars?
- Catch a virus → maybe give a direct consequence → miss class → lose GPA (no choice)
- If you're already gone through ED, I think you should be able to skip it since you've already made that decision. It makes sense to probably have people choose again for EA and RD.
- Give options for cards that require spending money
- I think you shouldn't stop at those places but rather just have to make them
- Need a rule book
- More opportunity to increase GPA
- ~~to~~
- ~~Parents~~

6. How could this game be improved?

Clarification of the rules overall. I was under a real # for SAT/ACT. Cards have no incentive to choose a card. Option, logically, some cards don't apply.

7. Extra feedback/comments?

I can't read the board from my seat. Sharing screen very complex, maybe don't explain specifics to players.

Should ED increase likelihood of getting in

crowd one goal first

GLOSSARY/Dictionary

1. While playing the game, I felt...

Choose up to four options on the emotion table.

Excited, confused, peaceful

FEAR	ANGER	SURPRISE	HAPPINESS	DISGUST	SADNESS
SCARED	HAD	CONFUSED	JOKING	DISAPPOINTED	GUILTY
WORRIED	WRY	STUNNED	PROUD	AMPEL	SHAME
REJECTED	THREATENED	AMAZED	OPTIMISTIC	DISAPPROVAL	LOVELY
NERVOUS	DETENT	EXCITED	PEACFUL	AVOIDANCE	BONES

2. During which moments/parts of the game did you feel each emotion? Why?

3. What were your main struggles during the game?

General understanding of the rules (ie. what cards to take)

4. What aspect of the game did you find most engaging? Why?

My turns were super engaging

5. How effectively do you feel the game achieved its learning goal? Why?

Need more supplemental educational info

6. How could this game be improved?

7. Extra feedback/comments?

Such a beautiful design! And great/applicable concept

→ roll again after red spaces?

→ what happens if you can't pay for your tutor card? is there a consequence

→ not super engaging during off-turns (but that's the nature of this type of game)

→ not clear that we stop on red/stop places

→ what are the pros/cons of each test → should be supplemental info explaining the tests

→ kinda sad special tutor cards are only available during the first fifth of the game

→ clearer red/stop space language/rules

→ why is the SAT/ACT #s arbitrary? what does 1/2/3 mean

→ teenagers are NOT this virtuous/studious → too easy here to choose the "right" answer

→ hilarious that Priyanshu keeps being forced to skip her turns (poss. too many skip cards)

→ print out application grade chart → needs to be easily visible

→ very confused on ED process (add supplemental info)

→ there should be a baseline start for GPA

→ great annoyances haha

→ increase expected time limit (long game)

→ players shouldn't have to do ED again (Priyanshu go back one space)

→ need more (+) GPA or (+) SAT/ACT cards

→ when do I get letters of Recs or College Essay

→ print/revise rules for clearer language

→ what happens after you get into college? what are the win conditions

→ GLOSSARY/Dictionary!

GREAT GAME!!

MORE FEEDBACK

START: 2:55PM
END: 3:45PM

more
^
* parents' education in LIFE EVENT cards

* starting amounts?

* does moving forward/back mean you get that new space or just sit

* +1 extracurric. → does that mean pick up an extracurricular card or just change amt?

* how much do you gain from paydays

* ~~rough~~ SAT/ACT scoring

ROLL #	SAT/ACT
1-4	1
5-8	2
9-12	3

* do used cards go to bottom of deck or keep + any previous SAT/ACT pts.?

same starting score for all players?

or ~~do we~~ do we not want luck here?

* How does retake SAT/ACT work?

* only go up?

* payday mechanics?

* flesh out RD, ED, EA mechanics → where to write on admissions RESULTS

CARDS to fix(?):

* offered PT job: \$400 OR +1 JOB

* only if you have a job for life event card (Tighe)

1. While playing the game, I felt...
Choose up to four options on the emotion table.

FEAR	ANGER	SURPRISE	HAPPINESS	DISGUST	SADNESS
SCARED	HAD	CONFUSED	JOVIAL	DISAPPOINTED	GRUMPY
ANXIOUS	HURT	STARTLED	PROUD	AMPLA	DESPAIR
REJECTED	THREATENED	AMAZED	OPTIMISTIC	DISAPPROVAL	LOVELY
INSECURE	DEBATE	RECTOR	PEACFUL	AVOCANCE	SHINY

Frustration in a good way, immersed into the experience

2. During which moments/parts of the game did you feel each emotion? Why?

Q made me feel frustrated

3. What were your main struggles during the game?

4. What aspect of the game did you find most engaging? Why?

Life Event cards = fun

5. How effectively do you feel the game achieved its learning goal? Why?

Good b/c situations fit

6. How could this game be improved?

Clarification of rules

1. While playing the game, I felt...
Choose up to four options on the emotion table.

FEAR	ANGER	SURPRISE	HAPPINESS	DISGUST	SADNESS
SCARED	HAD	CONFUSED	JOVIAL	DISAPPOINTED	GRUMPY
ANXIOUS	HURT	STARTLED	PROUD	AMPLA	DESPAIR
REJECTED	THREATENED	AMAZED	OPTIMISTIC	DISAPPROVAL	LOVELY
INSECURE	DEBATE	RECTOR	PEACFUL	AVOCANCE	SHINY

Anxious, frustrated

2. During which moments/parts of the game did you feel each emotion? Why?

*taxians = middle income + parents without college education;
Frustrated = kept getting life event cards that pushed me back (unprepared + disrupted)*

3. What were your main struggles during the game?

No rulebook to reference so needed an active and present facilitator

4. What aspect of the game did you find most engaging? Why?

The flow of the game was very smooth, the board design is amazing and realistic, application portfolio was very engaging (animated + easy)

5. How effectively do you feel the game achieved its learning goal? Why?

The life event cards are very realistic but some are conditional on previous life events which needs to be accounted for (e.g. job consequence only works for this);

6. How could this game be improved?

Extracurriculars can show be tied to income somehow

7. Extra feedback/comments?

The flow is really good

THANK YOU!!! QUESTIONS?

