

One of the main worries in my process was my idea of what is “trendy” or relevant in my life, was not in other people’s lives. I know that inherently this game would be coming from my perspective, but I wanted to try to be as objective as possible as I created the cards and the topics. From the beginning, the goal of my game was not to vilify certain people, certain objectives in business or certain industries (cough cough tech). The idea was more that given this grouping of modern topics and ideas, what are the various outcomes. I think there is even more that I could have done to remain neutral, and I think part of that would have been meant having 300 trend cards, not 120. The more ideas and pieces of the modern world that I can bring into the mix the better. In terms of physically making them, I had CopyMat in Westwood print the cards, and they rounded the corners, cut them out and everything. The people working there were incredibly nice, checked in with me a bunch, and finished the whole job in about 2 hours. For reference for future students, it cost \$62 total for around 150 cards to be printed on the front and back. This game also made me think about how if I were to make more games in the future, I like being able to have multiple ways to play the game. I think once this deck of trend cards exists, there are actually a whole range of ways to use them for game play, ranging from politically loaded and competitive, to a more creative team based brainstorming focus.