# Welcome

Hello!

My name is Sophia, and I am an Australian collections (or GLAM) academic, enthusiast, and game designer.

I have developed this how-to-guide to help anyone who is interested in developing educational games for their specific collections context to further develop their game-design skills!

You can contact me with any questions or just for a chat about games @ sophia.booij@adelaide.edu.au, or find out more through my personal _website_.

## About the Guide

The guide focuses on low-tech and low-cost approaches that can be scaled up with time and funding, depending on the resources available to you. It is designed for use by individuals with no money, as well as large teams with access to government or private sector funding.

The guide facilitates various forms of interaction - you may like to download it as a pdf to print and consume like a short book, or click through to specific topics that interest you. Alternatively, you can treat it as step-by-step instructions that guide you through each key stage of a game design project, following along at your own pace. Finally, there is the option to engage with this content through a series of video tutorials that support

This resource emphasises the importance of the first stage of the design process - ideation & planning - as a key

This is the knowledge base (or arefact) for Sophia's PhD, entitled “”. Find it in full here, to read more about the theory and practice that underpin this resource.

Thanks to the creators behind _Dokuwiki_, the free open-source software that supports this website.

## Navigation

Use the sidebar to explore each topic, or search via the search bar.

You can access a visual map of the resource _here_ - useful to orientating yourself if you're not sure where to start!

You may also like to check out the _Q&A forum_ or the _Projects thread_ to see what games other educators/curators/designers are implementing in their collections.

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