

Designing XR Tabletop RPGs

by Aleatha Singleton

Design Challenge

Create an XR Tabletop RPG design concept in ShapesXR based on the research and best practices we've gone over today.

Here's the article for reference

- [How to Create a Great Tabletop RPG in XR](#) by Aleatha Singleton

Requirements...

1. 2 to 3 stages of a gameplay flow in ShapesXR
2. Lock down the scenes so people don't accidentally move things when you share it
3. Create a space code to share for review
4. Record a video of you talking through your design decisions
5. Share the recording and space code on LinkedIn with me @ Ninja Robot Studio LLC

@ninja



Ninja Robot Studio LLC
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Deadline: June 29, 2022

I'll review them LIVE on my Twitch stream June 30, 2022

Reward:

Social media exposure with my network, a great portfolio piece and use case for your job hunt

Resources to learn more

[The Gamer's Brain](#) by Celia Hodent

Information Architecture and Content Strategy

- [Card Sorting: Designing Usable Categories](#) by Donna Spencer
- [Content Everywhere: Strategy and Structure for Future-Ready Content](#) by Sara Wachter-Boettcher

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