

15TH WORLD TOILET SUMMIT& EXPO

TOILET BOARD GAME& MINIATURES

The Second Year Animation students undertaking Game Art and Design course, Design Technology programme, Faculty of Applied and Creative Arts (FACA), Universiti Malaysia Sarawak (UNIMAS) were recently invited by World Toilet Organisation (WTO) and World Health Organisation (WHO) to participate in the 15th World Toilet Summit and Expo, 27-29 October 2016 at Imperial Hotel Kuching, Sarawak.

A series of toilet board games and architectural miniatures are designed specifically in accordance with the theme of the Expo **“Happy Toilet, Healthy City”**. These board games are created with the goal to create awareness among the general public on the importance of sanitation and good toilet ethics in a fun and exciting manner. The design concept and gameplay are based on their own ideation revolving the theme of rainforest, contemporary toilet, Egyptian, fun fair, road trip, folklores and myths. The game mechanics, dynamics and aesthetics are designed with reference to the existing board games such as Snake and Ladder, Monopoly, chess and others. They fall into the genres of adventure, exploration, strategy games, role play, or combination of a few genres. These games are playable by two, four or multiple players of different aged groups; ranging from pre-schoolers of 5 to 6 years old, school children 7-12 years old, teenagers 13-18 years old, young adults 19-30 years old, or for leisure time of the whole family.

The 3D models or miniatures are designed to complement the games to help the players to visualise and be more immersed into the game world. The designs of the models are consistent with the concept of the board games reflecting the theme of the Expo. They are built by using recycle items and materials such as cardboard, plasticine, foam, plastic, metal, wood, silicone etc. Some of the miniature sets are playable. The game sets are created with certain levels of detailing to show the ambience and mood within the game world and proportions between different interfaces and game characters in the game set.

All in all, the visitors and participants of the Expo enjoyed the board games. Meanwhile, students received overwhelming response and good feedback from the players as well as potential buyers to improve the current games. They are determined to create more edutainment games for the benefits of the community. For more information, you may contact Miss Jong Sze Joon at jjsze@unimas.my.

