Formal Frames: Game Design for Art Education on Formal Analysis in Museum Context

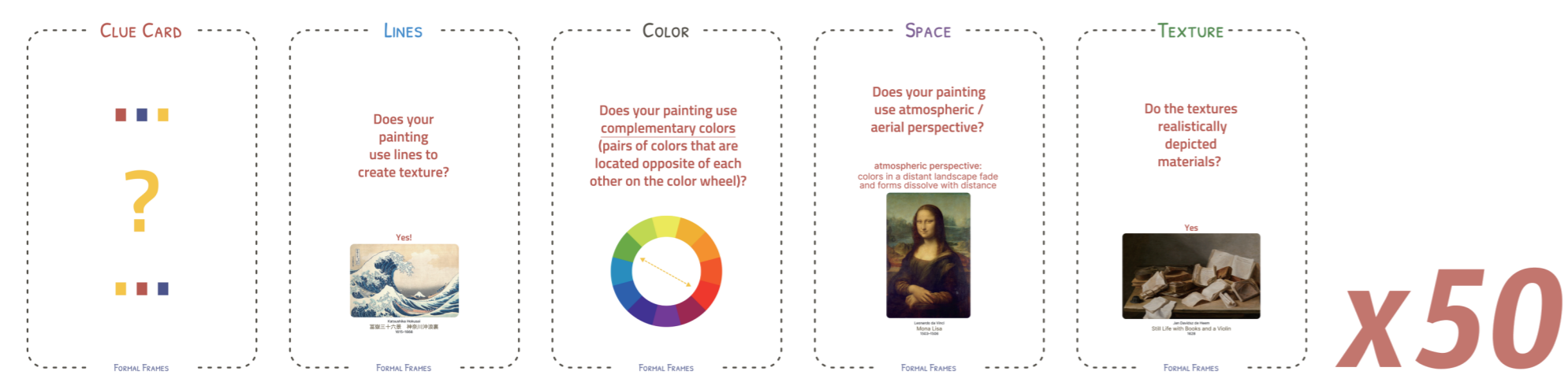## Formal Frames
Guess Who Game: Art Edition

Formal Frames is an educational two-player card game where each player selects a secret painting from a set of painting cards. The players take turns asking yes-or-no questions about the formal aspects of their opponent's painting, aiming to eliminate options on their board by flipping down paintings that do not match the answers. Content-related questions, such as "Does your painting have animals?", are not allowed. The objective is to guess the opponent's painting before they guess yours, with each player allowed two guesses. An incorrect second guess results in an immediate loss.
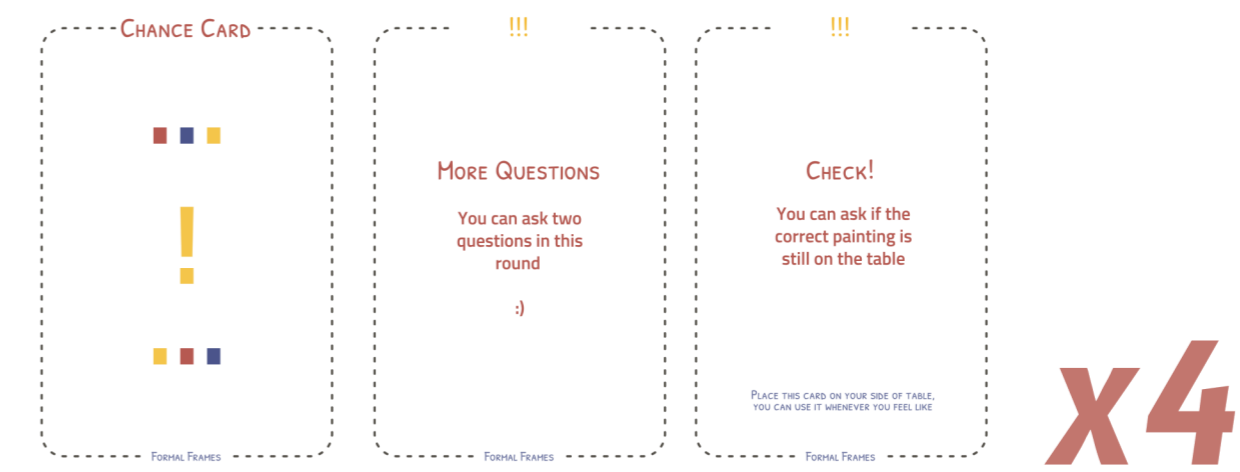
Painting Sets

 x32

The game includes two identical sets of 32 painting cards. The selected paintings represent six genres: still-life, portraits, interior scenes, landscapes, genre scenes, and historical/mythological/religious narratives.

Chance Cards

 x4

Chance cards introduce unexpected elements that can significantly alter the progression of the game. This addition aims to increase the game's dynamism and enhance player engagement.
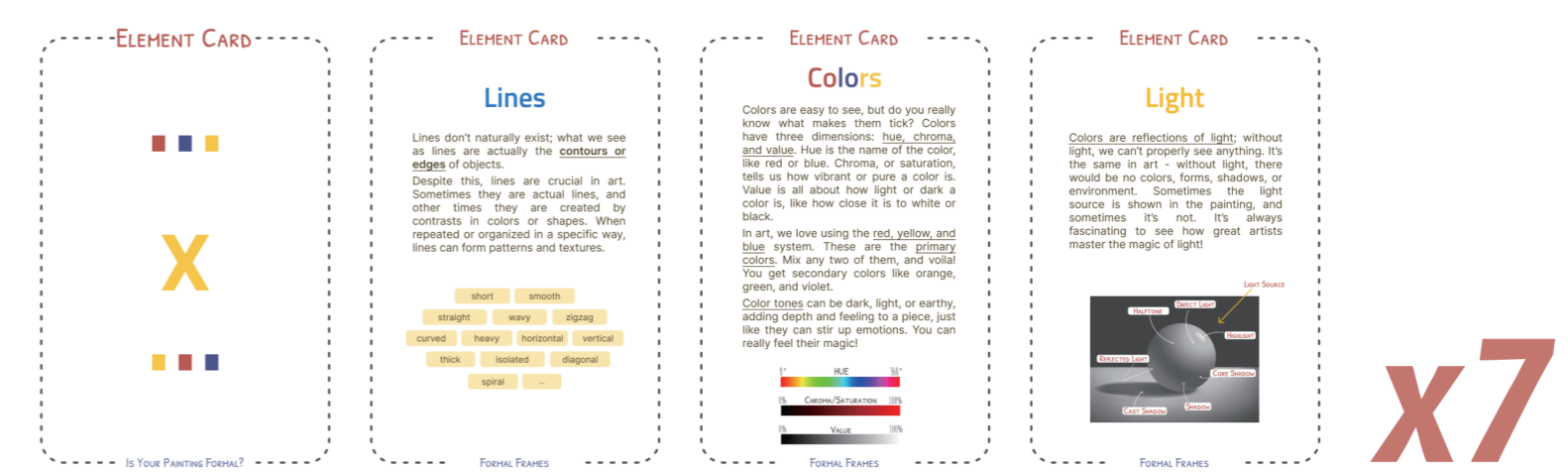
Clue Cards

 x50

The clue cards are the most educationally significant components of the game. It contains seven formal elements of art: composition, lines, shapes, colors, lights, space and texture. Each card contains a question focused on formal analysis, accompanied by an example to clarify the terms used. These 50 cards challenging players' understanding and application of the terms in the questions, helping them to judge and eliminate paintings according to the statements.

Element Cards

 x7

Each element card provides detailed information about a specific formal element. When a player draws an element card, they can formulate a question related to that element based on the information provided. Compared to clue cards element cards require players to assimilate the knowledge on the card, understand it, and then generate relevant questions, further strengthening their comprehension of formal elements.

Rule #1: No questions about content are allowed!

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