

Board games and Social Media

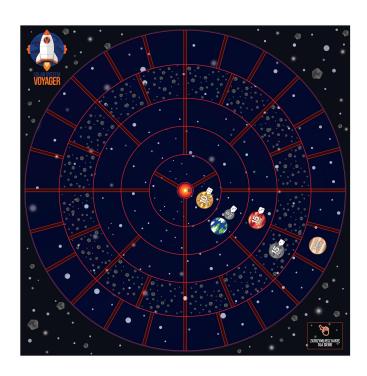
Szymon Ryszkowski

The idea from dr Piotr Homola



Solar System Voyager Board Game







Solar System Voyager Board Game





E(x)**plory** in Jastrzębie-Zdrój, Poland





Ministry of digitization, Poland





3 Silesian Science Festival Katowice, Poland







"IPITEX 2019" Bangkok, Thailand





"Thailand Inventors' Day 2019" Bangkok, Thailand







"IPITEX 2019" Bangkok, Thailand

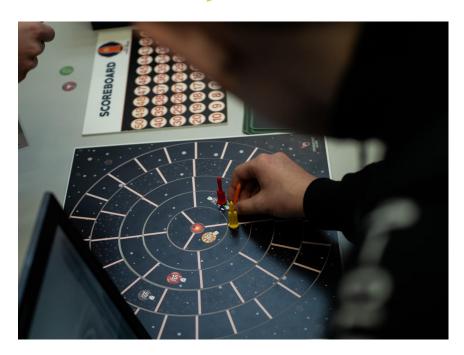




Polish embassy in Bangkok, Thailand



Story of Solar System Voyager E(x)plory in Wrocław, Poland





Story of Solar System Voyager E(x)plory in Wrocław, Poland





Yuri Gagarin Night in Wrocław, Poland



Astronet's media patronage



Minister of Investment and Development of Poland



Solar System Voyager

Now we are working on the release of the game



So far, the budget of our game is about 600 PLN (around 140 €)

It's so low because the graphic designer is a member of our team



It's not that difficult, but...



Requirements

- ☐ You need really, really good idea for a board game
 The market of board games is already clogged
- ☐ You should have a good graphic designer and dr. Piotr Homola told me, CREDO doesn't have its own graphic designer
- You must find a publisher interested in your game No one would invest money if the game idea wasn't revolutionary

In my opinion it is **too early** to create a CREDO board game.

For this to make any sense, CREDO must be much more recognizable, the CREDO detector should be fully refined and the idea for the board game must be revolutionary.

CREDOSocial Media

To do CREDO more recognizable we need money for facebook advertisements.

Because CREDO is a citizen science project, which means the popularity of the fanpage is important, I suggest allocating part of grants for CREDO social media.



Thanks for your attention!

Szymon Ryszkowski