

Cards Against Design Rules

Getting Started

Download this PDF and take it to a print shop.

Have the print shop print your cards on heavy white cardstock, high GSM paper or plastic cards. Use print medium that has a shiny plastic (non-photographic-gloss) covering on top. That way, you can print the blank expansion cards and write on them with dry erase markers.

You can also choose to have them print the backs of the cards.

Cut the cards with a large paper cutter after getting them printed.

Brag about it on social media, print banners, hire cars with megaphones and empty your bank account to show off Cards Against Design; it's the least you can do.

Basic Rules

White cards follow black cards. It's like chess, but opposite and different rules and no board and no pieces and nothing related to chess really.

No matter what the game mode, the objective is to always reflect and have a conversation. This is the holy grail. Thou shall not dis the holy grail.

Each game starts with the placing of the Ceremonial Red "No Subtext. Full Honesty." card. This ceremonial card reminds the players that conversations will be completely honest and in the best interest of the Design discipline. If you think this is stupid, the Mayan's sacrificed hearts of jolly good fellows to the sun and died out anyway, you can play a red piece of plastic (or paper if you cheaped out).

You may choose to write down the context of the game on the red "Context" card. This can include scenarios, settings, establish the relationships being dealt with, or even if the game is sad, funny or absurd. The card may not be used to start nuclear war however, because, and this is true, it cannot.

Decided any house rules and write them down on a piece of paper. No changing rules after a game as begin, irrespective of how much you like this person.

Basic Rules (cont.)

Some cards are marked "Pick 2". Only 2 white response cards may be played, no more no less. Unless someone has a gun, in which case it's not the best time to be playing this game.

The game is made with good intentions, pessimism and sarcasm. We do not welcome lawsuits and do not have lawyers.

Have fun.

A 9th commandment just because we want to make a cool 10 commandment reference but couldn't think of just one more.

Thou shall always obey these 10 commandments or shall risk going to design hell and making logos bigger for the rest of eternity.

Game Mode 1 – Get Rid of ‘Em!

Decide whether this game is going to be sad or absurd. Trust me, it will come into play later.

Shuffle black cards and white cards and separate them into their respective pile. Each player draws 10 white cards from the white pile.

The player who has most recently made a logo bigger becomes "Pretty Pops" and plays the Ceremonial Red card. If no one has made a logo bigger, first of all congratulations, now as a group choose that one person who you think has the least understanding of what design is. If a fight breaks out, see commandment 7.

The Pretty Pops now draws one black card and reads out the question or phrase. Everyone then either plays the saddest or most absurd response and explains why they played that card. You can play one or more card in response should Pretty Pops allow it and if the black card does not contain a "Pick 2"; If you lose the round, you draw all the white cards played in that round, if you win you get 1 point per card played, bragging rights but no "there there"s. You also cannot pass go nor collect 200.

Game Mode 1 – Get Rid of ‘Em! (cont.)

If you chose to have an absurd game, the player with the most absurd or horrifying response is chosen by the Pretty Pops and is awarded 1 Absurd Little Point. If you chose to have a sad game, the saddest or most horrifying response is agreed upon by the majority (or the Pretty Pops in case of a tie), awarded 1 Sad Little Point, and patted with a sad "there there" on the back. If you did not decide on a game type initially, you didn't trust me... That hurt

The round ends after the point is awarded. All cards played are then discarded to the side (except the if a player has to draw back all white cards played because they were overconfident) and credit is given an intern's supervisor.

The one awarded the point for this round becomes the Pretty Pops for the next round. All players refill their hands so that they have at least 10 cards. If the pile of white cards is over, don't draw any more cards because how? Why don't you explain how to draw something from nothing. No please go ahead Mr. I am a scientist.

After all players have played their hands, the one who has gotten rid of all of their cards first wins. Second place goes to the one with the most points.

At any point in the game if there are no black cards remaining, you may either end the game and declare the player with the most points the winner, or reshuffle all the black cards and draw from the pile again.

Before the start of any round, a player may discard a card they do not understand or do not want and pick the top most card from the white pile. They trade 1 point per card swapped.

Cards Against Design Rules (cont.)

Game Mode 2 – It’s All Connected!

This is a more serious game mode, so no having fun. OK maybe like 5% but that’s it or we call the cops.

All black cards are laid out on the table and kept are a reasonable distance from each other. Players take their time to familiarize themselves with the cards and their location.

Set up a timer at a short reasonable amount of time (we suggest 5 minutes) that puts you and all the players under pressure. This is important as due to the pressure of time, you will not over overthink as much.

Start the timer and match the white cards to the black cards. You may match any number of white cards to black cards, unless the black card contains “Pick 2”.

Continue matching up until everyone decides that they have completed matching or the timer runs out.

Looks at your matches and try to understand why you matched up these cards.

For another layer of complexity and introspection, use string to match up different black cards after the initial time has been completed. This connecting will allow you (or your organization if playing with co-workers) to understand areas of improvement and intervention, and also if you send in your audition tape you might get a role on a cable crime drama.

There are no winners or looser, this game mode is played with the sole intention of not dooming the discipline and consequentially, creating a better more human world.

House Rules and Expansion

Expansion: Cards Against Design was meant to be remixed and personalized. The game template contains blank black and white cards that maybe printed and written on (choose a plastic or glossy surface and dry erase markers) and made to suit whatever game style you like, as long as the holy grail and the 10 commandments are followed and respected. While waiting for your cards to print, you may sing “Blank Black n White Cards” in the styles of rap, doowop, Irish drinking song or rock if your print shop allows your entire band.

House Rules and Expansion (cont.)

2 Much Power!: If this rule is activated, each player may play the exact number of cards as the round number (1 card per person for round 1, 3 cards per person for round 3, etc.) unless a “Pick 2” is played in which case the round number resets to 2. Before the start of each round the whole group must say “Power” the number of times equal to the round number with an echo effect.

Restoring Balance: Every time a “Pick 2” card is played, every player draws one white card at the end of the round. If no or not enough white cards exist in the pile, each player will give the player to their left a card they don’t want. We know it’s not right but we wrote this for the pun.

For the hate of it: Once the winning card for the round is chosen, the player who played that card must say one thing they hate about design or the state design today (no repeats). Only if a majority of players do not discredit the player’s comment, is the player awarded that point. If the comment is discredited, the player gets a point deducted.

Access Granted: For this round, each player must pick a disability that could affect a player’s ability to participate (such as having an auditory impairment) and must retain the disability to the end of the game. This rule encourages designers to step into the shoes of people with different needs and understand the importance of accessibility as a part of design.

Makin it pretty: In this rule, the least absurd, least funny or least sad response gets a point. Along with that, the player gets clown make up applied to them in small increments. Just because something looks good, has a lot of colors, or because it’s the majority, doesn’t mean it’s the right thing to do.

Whatchu Lookin At?: All players spend a week just looking at the world, the objects in it, way things work, inventions, etc. After the week, play Cards Against Design. At the end of every round, the player who wins the round, needs to talk about an observation where design played a vital role, failed or turned things around. If the other players agree that this observation is clever enough and not common knowledge, does the player get a point.

House Rules and Expansion (cont.)

From the archives: Players bring out their old works. The winner of every round critiques their own work. If the other players have nothing to add and agree that the critique was well done, the player gets a full point. If the players agree the critique was well done but have something to add, the player gets a 10% point reduction per extra players’ critique. If the players do not think your critique was well done, you get no points and can hang your head in shame.

Raise your voice: Don’t play Cards Against Design. Instead, visit the Design Is Doomed Project, take the test and provided feedback on the website’s content or this game.


**NO SUBTEXT.
FULL HONESTY.**

 Cards v. Design


Context

 Cards v. Design

Make it pretty!

 Cards v. Design

Please shut up!

 Cards v. Design


**Make the logo
bigger.**

 Cards v. Design

**Make black more
black.**

 Cards v. Design


**Make the white
more white.**

 Cards v. Design


**My 5 year old
can do that.**

 Cards v. Design

Experience.

 Cards v. Design


**Money money
money.**

 Cards v. Design


**Waiting for a
client to pay.**

 Cards v. Design

Magician

 Cards v. Design

**final-newfinal_t
est_latestfinal_s
end5.psd**

 Cards v. Design


Wix

 Cards v. Design

Comics Sans

 Cards v. Design


Arial

 Cards v. Design

Helvetica

 Cards v. Design

Design Degree

 Cards v. Design

Pirated stuff

 Cards v. Design

**Bottomless pit
of sadness.**

 Cards v. Design

Stress

 Cards v. Design

One final change.

 Cards v. Design

Laugh

 Cards v. Design

Poke my screen.

 Cards v. Design

Canva

 Cards v. Design

Set on fire.

 Cards v. Design

Little to the left.

 Cards v. Design

**Little to the
right.**

 Cards v. Design

No

 Cards v. Design

Yes

 Cards v. Design

.docx

 Cards v. Design

**Lorem ipsum
dolor sit amet,
consectetur
adipiscing elit,
sed do.**

 Cards v. Design

Apple

 Cards v. Design

Nike

 Cards v. Design

Roboto

 Cards v. Design

Portfolio

 Cards v. Design

Client

 Cards v. Design

Burnt

 Cards v. Design

Drowned

 Cards v. Design

Deadlines

 Cards v. Design

Tears

 Cards v. Design

Free-Style

 Cards v. Design

UI Designer

 Cards v. Design

UX Designer

 Cards v. Design

UX Researcher

 Cards v. Design

Graphic Designer

 Cards v. Design

Fiverr

 Cards v. Design

Freedom

 Cards v. Design

Work for free

 Cards v. Design

My job

 Cards v. Design

Sleep

 Cards v. Design

Unrealistic

 Cards v. Design

Realistic

 Cards v. Design

Never heard of it.

 Cards v. Design

Non-Existent.

 Cards v. Design

**Red Bull.
Gives you wings.**

 Cards v. Design

I love it!

 Cards v. Design

I hate it!

 Cards v. Design

Stole my credit!

 Cards v. Design

**Looks down
upon me.**

 Cards v. Design

Stupid

 Cards v. Design

Cheap

 Cards v. Design

Waste of time.

 Cards v. Design

Waste of money.

 Cards v. Design

A bully.

 Cards v. Design

Respect

 Cards v. Design

Disrespectful

 Cards v. Design

User study

 Cards v. Design

User research

 Cards v. Design

Human needs

 Cards v. Design

User needs

 Cards v. Design

Feedback

 Cards v. Design

Criticism

Cards v. Design

Design Process

Cards v. Design

Intuition

Cards v. Design

Just one more
change.

Cards v. Design

Just one more
iteration.

Cards v. Design

Just not there
yet.

Cards v. Design

Make it wow!

Cards v. Design

Validation

Cards v. Design

Thank you

Cards v. Design

[insert swear
word here]

Cards v. Design

Just do it.

Cards v. Design

Think different.

Cards v. Design

Mother Nature

Cards v. Design

Film

Cards v. Design

Music

Cards v. Design

Dribbble

Cards v. Design

Behance

Cards v. Design

Competitor

Cards v. Design

Project has been completed.

 Cards v. Design

No more changes.

 Cards v. Design

Vague

 Cards v. Design

Performance indicators

 Cards v. Design

Changing the world.

 Cards v. Design

Pinterest

 Cards v. Design

Boring

 Cards v. Design

Interesting

 Cards v. Design

Project completion

 Cards v. Design

asdfasdfasdf

 Cards v. Design

web-design_banner_1080x700_final

 Cards v. Design

Solve problems

 Cards v. Design

Likes and appreciations.

 Cards v. Design

Provides a competitive advantage.

 Cards v. Design

Make pretty products

 Cards v. Design

What other people do.

 Cards v. Design

Never!

 Cards v. Design

LOL

 Cards v. Design

LMAO

 Cards v. Design

Most users.

 Cards v. Design

Some users.

 Cards v. Design

**Always rose.
Always.**

 Cards v. Design

Placements

 Cards v. Design

Pft

 Cards v. Design

There is another.

 Cards v. Design

There is no other.

 Cards v. Design

**Create
captivating
products /
services.**

 Cards v. Design

Pull out my hair.

 Cards v. Design

**Something is
missing, but I
don't know
what.**

 Cards v. Design


Flash

 Cards v. Design

Logo

 Cards v. Design

Font

 Cards v. Design

Design Thinking

 Cards v. Design

Make it pop!

 Cards v. Design

Murdered them.

 Cards v. Design

 Cards v. Design

My client said
_____, so I
_____.

PICK 2

Cards v. Design

I _____ my
_____.

PICK 2

Cards v. Design

You should hire
me because I
can _____.

Cards v. Design

Police: You killed
your client?

Me: _____

Police:
Understandable,
have a nice day.

Cards v. Design

Real designers
use _____.

Cards v. Design

Real clients
_____.

Cards v. Design

If _____ can do
it why can't you?

Cards v. Design

Find someone
who loves you
like a client who
loves saying
_____.

Cards v. Design

I pay my rent
with _____.

Cards v. Design

Damn it I'm a
designer! I _____.

Cards v. Design

_____ ?
Never heard of it.

Cards v. Design

My manager is
_____.

Cards v. Design

My client is
_____.

Cards v. Design

My degree is
_____.

Cards v. Design

My organization
thinks _____
is useless.

Cards v. Design

OMG can you
stop saying
_____ !

Cards v. Design

I wish my
client/manager
understood
_____.

Cards v. Design

I wish my degree
programme
taught me
_____.

Cards v. Design

Sometimes my client/manager is like _____, they tell me to _____.

PICK 2

Cards v. Design

The feedback I get is mostly _____.

Cards v. Design

The nature of most breifs I get is _____.

Cards v. Design

Find someone who loves you like a client who loves _____.

Cards v. Design

To me, design is _____.

Cards v. Design

_____, is most important to the client/manager.

Cards v. Design

_____, is most important to me.

Cards v. Design

I'm so creative, my files are named _____.

Cards v. Design

I design to _____.

Cards v. Design

Design at my organization _____.

Cards v. Design

We take design decisions based on _____.

Cards v. Design

_____, is most important to my college.

Cards v. Design

_____ before _____.

PICK 2

Cards v. Design

I wanted a _____ not a _____.

PICK 2

Cards v. Design

What are you doing with your life?

Cards v. Design

Website? Interface? Hotel? Trivago.

PICK 2

Cards v. Design


Oprah gives away cars. What would you give?

Cards v. Design

Perfect!


Cards v. Design

**He's speaking
the language of
the gods!**


 Cards v. Design

**Please, they are
the same!**


PICK 2

 Cards v. Design

I love it!


 Cards v. Design

I hate it!


 Cards v. Design

**Deadlines?
Inspiration?
Hotel? Trivago.**


PICK 2

 Cards v. Design


Sleep?

 Cards v. Design

**During my
degree, never
have I ever!**


 Cards v. Design

**If you could say
one thing to your
client/manager.**


 Cards v. Design

**Accessibility?
Design Ethics?
Hotel? Trivago.**


PICK 2

 Cards v. Design


**The best feeling
in the world!**


 Cards v. Design


**Do you think
about the user's
journey outside
of your product /
service?**


 Cards v. Design


**If there was no
or insufficient
data, what
would you rely
on?**


 Cards v. Design


 Cards v. Design

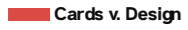
 Cards v. Design

 Cards v. Design

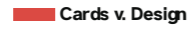
 Cards v. Design

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■ Cards v. Design



■ Cards v. Design



■ Cards v. Design



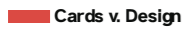
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■ Cards v. Design



■ Cards v. Design



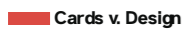
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■ Cards v. Design

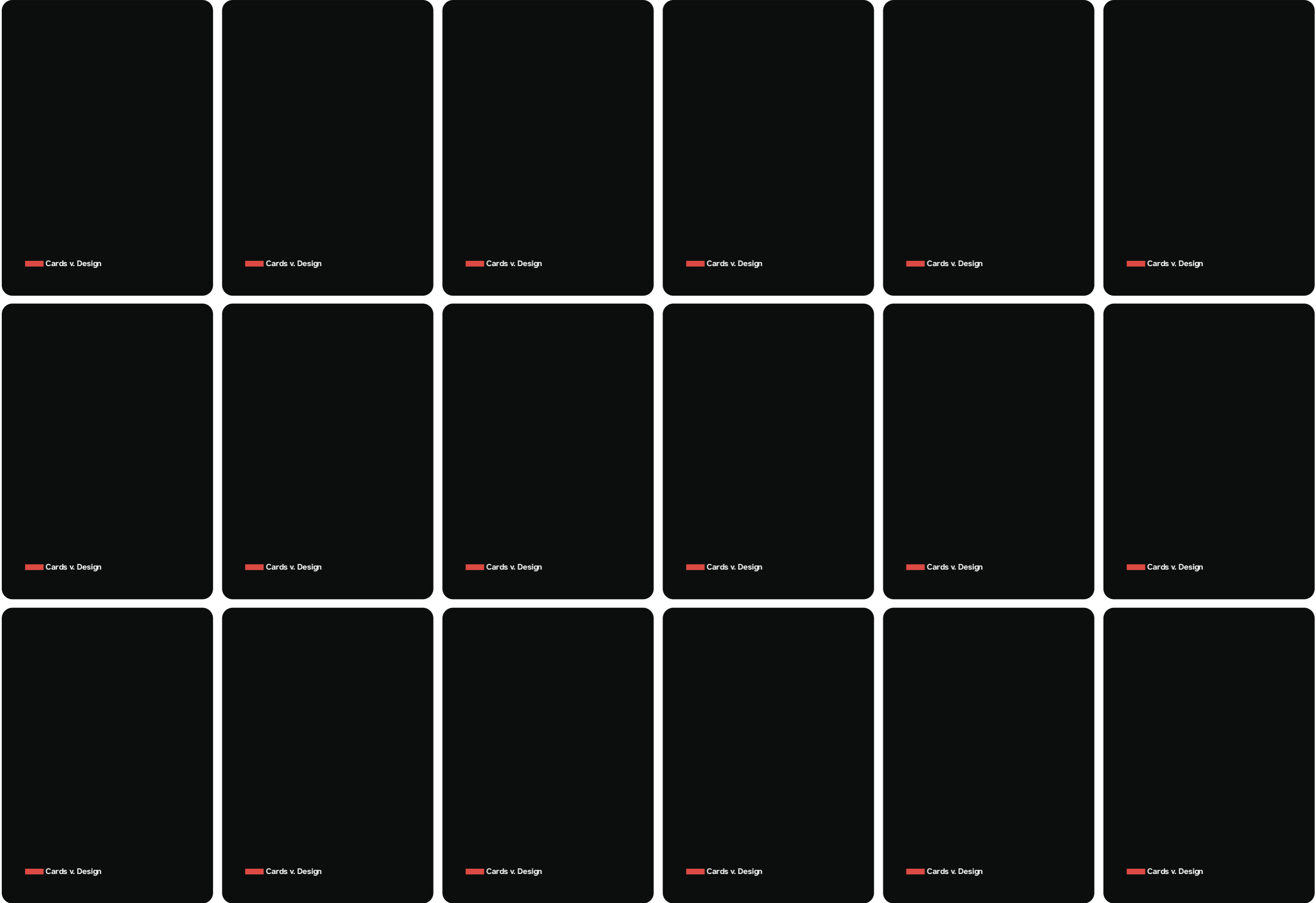


■ Cards v. Design



■ Cards v. Design







BACKS FOR WHITE (RESPONSE) CARDS



BACKS FOR BLACK (TRIGGER) CARDS