

**Table 3.2: Jobs for Engineering a Board Game**

Job Title	Responsibilities
<b>Project Manager</b>	<ul style="list-style-type: none"> <li>• Starting each class with the group’s engineering notebook</li> <li>• Checking in with each team member about the day’s focus</li> <li>• Managing the EDP using the forms to document and reflect on progress</li> <li>• Supporting the materials engineer if needed</li> </ul>
<b>Design Expert</b>	<ul style="list-style-type: none"> <li>• Developing the overall game board layout</li> <li>• Managing prototype development and construction with assistance from all team members</li> <li>• Verifying the design meets constraints and criteria</li> <li>• Overseeing modification based on testing</li> <li>• Helping project manager document EDP if needed</li> </ul>
<b>Materials Engineer</b>	<ul style="list-style-type: none"> <li>• Identifying needed materials for the game board, pieces, and packaging</li> <li>• Developing packaging</li> <li>• Establishing the testing procedure</li> <li>• Working with the marketing manager to develop instructions</li> </ul>
<b>Marketing Manager</b>	<ul style="list-style-type: none"> <li>• Creating the commercial communication of the product (such as an instruction manual and user information)</li> <li>• Developing market survey and customer feedback forms</li> <li>• Coordinating with the design engineer</li> <li>• Developing and coordinating a marketing pitch</li> </ul>