Below is a part of a concept for the willful ignorance boardgame we worked on in class in 2019. At the time we were trying to figure out what willful ignorance even meant and what were the key points that we could pull out of that to make a game. This documentation jumps into the conversation with a concept I came up with one evening. We ultimately didn't use it as playtesting showed it was more like a simulation then a game, but the idea is still fun and might find a use in another project someday.
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So, I've spent the past evening reworking ideas and reading over everyone else's a few times and I really found myself wanting to focus on a few key things.

1. Good/Bad are undefinable
2. All things are a duality e.g. cause and effect
3. A community focus makes for a more interesting game

That second one is really the eureka moment for me, all our ideas seem to revolve around the conflict and reconciliation of apposing forces. Knowledge v Ignorance, Elder v Upstart, Present v Future etc.

I came across this artwork from the early 80s. It's a wheat field growing in lower Manhattan on the rubble from the construction of the twin towers. It's a great duality, so I blatantly copied it!


I suggest a game that takes place on a segmented board, segments can be added or removed to change place style or allow for player number changes.

This is New Segment City and the players are its founding citizens. The goal is to build the biggest city possible. Of course, everyone wants the city to be made of THEIR buildings (That's how you win)

Buildings need food though and each building segment needs a bordering farm segment with enough food to supply its population.

If a full round passes and a building segment does not have enough food, buildings will be removed to match the food supply (The player who has the most buildings will have theirs removed first)
Equally, if a farm segment has more crops than buildings to supply, it will have no one to tend it and be removed.
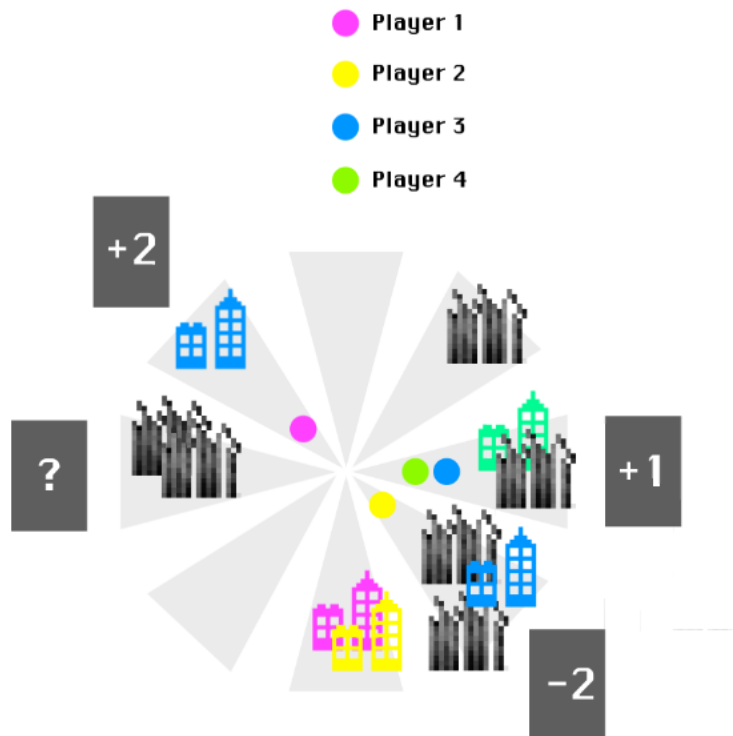
How it plays:
There are simple action cards that will state a plus or minus value that effects the segment they are on.

A player can travel 1 segment at the start of their turn.

If a player is on a segment with other players, their turn continues as normal, but any action cards are multiplied by the number of players.

IF a player is on a segment with no action cards, a face down card is placed, their turn ends. ELSE there is an existing card there, they can look at it. They have three choices.
1. Ignore the card and end their turn.
2. Enact the cards event instantly.
3. Call a public vote which can double the cards effect.

Case 2:
        The cards action is instantly applied to the segment. The player must now place a face down reaction card on an opposing segment type (If the action was on a city, the

reaction must be on a farm). If there is nowhere to place a card, they must instantly enact a preexisting action card.

 If the player attempts a reaction on a segment that has a player, that player can veto and force a vote.

Case 3:

 The card is shown to everyone, if it succeeds then its effect is doubled, if it fails its effect is inverse doubled.

The game ends when the size of the city reaches a certain point.

The key point being that it includes actions which have unknown consequences, players who may or may not know the consequences of your actions, votes/discussions between players some of whom may know more than others.

Possible additional features:
A spinner to decide where reactions take place.
More complicated action cards with diverse effects.
Additional city building requirements. Water, Parks, Transport etc.
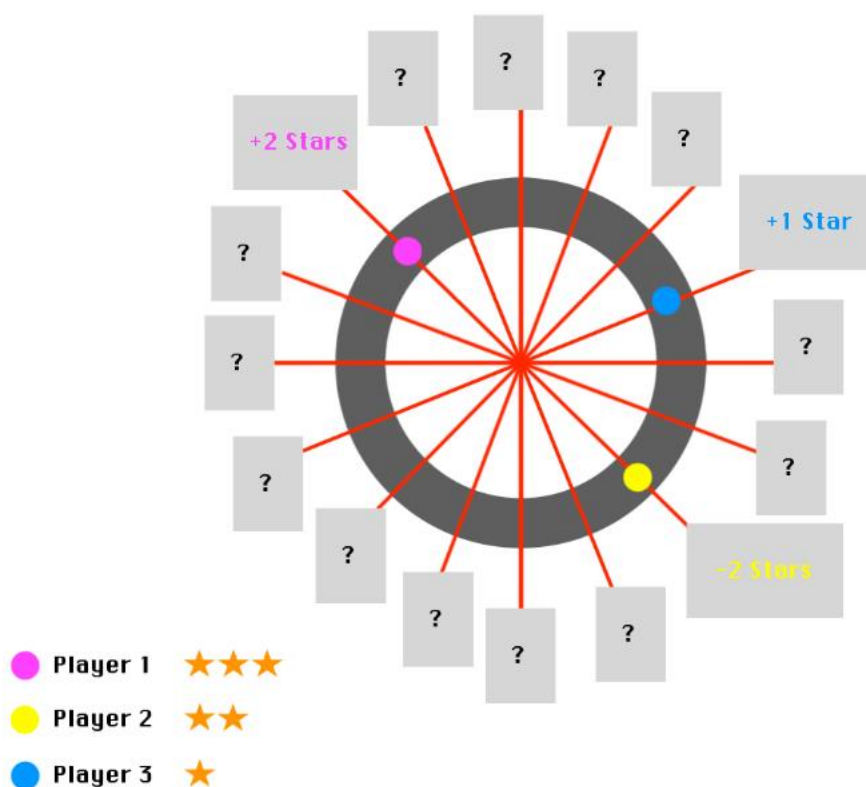
Alternative wheel variant from earlier idea.