**Mark**

**FAQ**

**What is *Mark*?**

*Mark* is an open educational resource (OER) card game comprised of a deck of cards featuring printer's marks on one side and the year they were printed on the other. A variety of games can be played with *Mark* to emphasize different visual analysis learning objectives from dating to identification of signature motifs.

**How much does *Mark* cost?**

As an open educational resource, *Mark* can be downloaded and used for free in your classroom. The only associated cost of the game is if you elect to have it printed locally on cardstock, which costs $13-20 on average. Otherwise, you can print it off on a regular color printer and then glue stick the front and back of each card together to make the deck.

**How was *Mark*'s logo created?**

Amy Chen created Mark's logo from a photograph of the French printer Carcand's mark. Chen digitally altered it in Adobe Photoshop to crop out the text surrounding the mark and to replace the crown and heart in his shield with the title of the game.

**Can I personalize *Mark*?**

We are happy to have you take the files to alter them to suit your needs. For example, you might place your own images on the mark side and shift the dates accordingly to play a visual game dedicated to alternative types of visual art. To make this personalization easier, the cards are on PowerPoint while the rules are in Word.

**Can I create a booster pack for *Mark*?**

Yes! We would love to have you make a booster pack. The currently-available cards include a seeder pack of 14 incunabula marks from the University of Iowa combined with a booster pack of 12 Hebrew marks from Columbia University, 12 from Folger Shakespeare Library, and 10 from the University of California, Riverside. This game will improve as more folks contribute.

Each booster pack should include 12 marks, organized by a particular affiliation such as one repository, collection, country of origin, or printer. To make a booster pack, take high-quality photographs of the printer's marks which you have access to and determine the dates when they were each printed. Then download the game's PowerPoint file and replace our marks and dates with yours. You should be left with a 24 slide PowerPoint. Finally, download the card spreadsheet from the Game page and add your information to the fields.

When you are done, send the files to amy-chen [at] uiowa.edu and they will be reviewed and placed on this page with proper attribution.

**Who designed *Mark*?**

The following people contributed to Mark's research and development:

* Game Designer: Amy Hildreth Chen
* Subject Expert: Adam Hooks
* Subject Researcher: Alycia Pringle, Margaret Sheppard
* Collaborators: Michelle Chesner, Robin Katz.
* Play Testers: Muzel Chen, Will Brown, Pete Balestrieri, Laura Hampton, Kelly Binning, Mariah Spencer, Zephin Livingston, Chloe Cable, Margaret Gamm, Janalyn Moss