

MINISTRY OF EDUCATION AND SCIENCE OF UKRAINE
KYIV NATIONAL UNIVERSITY OF TECHNOLOGIES AND DESIGN

Faculty of Design
Department of Graphic Design

BACHELOR'S THESIS
on the topic:

Designing a Cyberpunk-style card game featuring traditional Chinese musical instruments

Performed by: a student of the BED-20 group

Xiaoliang CHEN

Supervisors As. Prof. Liang WANG,

PhD., As. Prof. Olga MYKHAILIUK

Reviewer Dr. Philos. Sc., Prof. Oleksandra

KOLISNYK

Kyiv 2024

ABSTRACT

Xiaoliang Chen. The Development of Traditional Chinese Musical Instruments-Manuscript.

Thesis undergraduate specialty 022 - Kyiv National University of Technology and Design, Kyiv 2021.

Card games are an important way of entertainment for contemporary young people, and have an important position in the history of Chinese game development. This paper takes traditional Chinese musical instruments in cyberpunk style as the benchmark, and explores the presentation of game design in the application from the perspective of visual communication design.

Firstly, this paper takes traditional Chinese musical instruments as the basic design elements and integrates them with the current popular cyberpunk style. Secondly, from the perspective of visual communication design, this paper focuses on the theme of “Qi”, and carries out font poster design, logo design, poster design, etc. to give full play to the visual means of expression. Finally, the application of cards in game design is elaborated in the form of visual communication by combining with cultural and creative design.

To sum up, this paper centers on the theme of the graduation design “Qi”, this paper aims to reveal the value and significance of game design in visual communication design, through practical verification, proves the feasibility and great potential of integrating traditional Chinese musical instruments into the card game design, and injects new vitality and inspiration into the field of game design. At the same time, this research also provides new ideas and opportunities for the inheritance and development of Chinese traditional musical instruments, so that the traditional art can take on a new luster in the modern society, and provides certain references and lessons for the future combination of Chinese traditional culture and modern popular styles.

Keywords : *Cyberpunk, Chinese Traditional Culture, Culture Confidence, Chinese instrument, Cultural fusion.*

CONTENTS

INTRODUCTION.....	7
CHAPTER I. ANALYSIS OF SELECTED TOPICS.....	10
1.1 Background of the study	10
1.2 Research purpose.....	10
1.2.1 Selected research and current situation at home and abroad	11
1.3 Research methodology	12
Summary of chapter I... ..	13
CHAPTER II. THEORETICAL OVERVIEW	15
2.1 History of card games.....	15
2.2 Background of Cyberpunk theory	15
2.3 Background of the development of traditional Chinese musical instruments.....	16
2.4 Styles and expressions used in card games on the market..	16
2.5 Development status and needs of Chinese traditional musical instruments.....	18
Summary of chapter II.....	19
CHAPTER III. DESIGN CONCEPTUALIZATION AND DESIGN DEVELOPMENT.....	21
3.1 Game character design idea	21
3.2 Game Instrumental Skill Card Conceptualization	20
3.3 Game Cyber skill cards design idea	23
3.4 Ideas for the rules of the game.....	24
3.5 Logo design idea.....	26
3.6 Poster design	26
3.7 Game Tablecloth Design ideas	27
3.8 Game package design ideas	28
3.9 Cultural and Creative Design.....	28
Summary of chapter III	29
CHAPTER IV. DESIGN PROCESS AND RESULTS	30
4.1 Finalized game character card design	30
4.2 Finalized game skill card design	31
4.3 Game cyber skill deck design	32
4.3.1 Card back design	33
4.4 Finalize the design of the rules of the games	33
4.5 Logo design finalized	34
4.6 Poster design finalized	35
4.7 Finalize game tablecloth design	35
4.8 Finalize game package design.....	36

4.9 Finalization of the culture and creative design	36
Summary of chapter VI	36
Conclusion	38
Thank	40
REFERENCES LIST	41
APPENDICES	47

INTRODUCTION

Relevance of the research topic.In recent years, with the rapid development of digital technology, cyberpunk style has gradually become one of the popular cultural trends.

The purpose of the research.This paper takes the fusion of cyberpunk style and traditional Chinese musical instruments as the research object.

Theme of research is aiming to explore the feasibility and potential of integrating traditional Chinese musical instruments into cyberpunk card game design.

Research Objectives:

The research content of this paper includes 4 parts:

1. The first part introduces the topic, including the background and significance of the topic.
2. The second part researches the topic, including the history of card games. the background of the development of Chinese traditional musical instruments, the styles and expressions used in the market, and the current development status and demand of Chinese traditional musical instruments;
3. The third part is the design process and results, including the design of game character cards, musical instrument skill cards, cyberpunk skill cards, game rules, logos, posters, game tablecloths, as well as the creative design;
4. The fourth part is the problems and solutions in the creative process and the presentation of the design results, which mainly discusses the problems encountered in the design process and the corresponding solutions.

The need to research the current situation of traditional Chinese musical instruments is very critical, and fewer and fewer people choose to learn Chinese traditional musical instruments.

Object or Focus of research is flourishing development of traditional Chinese musical instruments.

Methods of research:

- (1) Literature reading method

Read a large amount of literature related to this proposition, understand and master how to represent a deck of cards, and search for related design works. By studying existing literature and materials, we aim to understand the current situation of traditional Chinese musical instruments, collect pictures and videos of their illustration designs, and summarize, organize, classify, and analyze the data.

(2) Comparative research method

Organize and compare domestic and international card games to gain a comprehensive understanding of design concepts. Observe the same and different parts of different games. Design games that are acceptable to the general public.

(3) Comprehensive research method

By conducting online research and consulting materials, we aim to understand the design style of cyberpunk, in order to accurately position the design, understand market demand, and make accurate design positioning.

(4) Case analysis method

By analyzing and summarizing the existing product packaging design works on the market, drawing on their excellent design experience, seeking existing design characteristics, and carrying out the design ideas of this proposition more reasonably.

(5) Discussion method

Through discussions with teachers and classmates, deepen our understanding of the graduation project, analyze the shortcomings and areas for improvement in our current progress, and ultimately come up with better revision plans.

2. Technical route

(1) Search for research on the commercialization level of card games and relevant literature materials;

(2) Conduct an investigation and personally experience the design and rules of different types of desktop games on the market;

(3) Conceptualize design plans, conduct mind maps and drafts, depict illustrations and logos of traditional Chinese musical instruments, and redraw posters;

(4) Complete product packaging design, poster design with logo and peripheral product design.

Elements of scientific novelty of the obtained results are as follows: To study visual design related to traditional musical instruments and cyberpunk.

The practical significance of the obtained results can continue to develop traditional Chinese musical instruments and let more and more people know about them.

Information base of the study Cyberpunk originated from the science fiction New Wave movement that emerged in the 1960s and 1970s. Originating in the 1980s. In 1980, science fiction writer Bruce Bosk coined the term, and in 1984, William Gibson's science fiction novel "Neuromancer" popularized the term cyberpunk and opened up a genre of science fiction literature.

Structure and volume of the thesis. The bachelor's thesis consists of an introduction, four sections, conclusions, a list of references (30 items) and appendices. The total volume of the bachelor's thesis is 70 pages.

Through the study, it is found that the integration of cyberpunk style and Chinese traditional musical instruments can not only enrich the game design elements, but also help to promote the inheritance and development of Chinese traditional musical instruments. This paper hopes to provide new ideas and opportunities for the combination of cyberpunk style and Chinese traditional culture.

CHAPTER I

ANALYSIS OF SELECTED TOPICS

1.1 Background of the study

Specifically, the selected topic will focus on the following aspects of research and practice: firstly, conduct an in-depth study on the development history and characteristics of traditional Chinese musical instruments and their application in modern society, and excavate their cultural connotations and artistic values; secondly, analyze the characteristics and expressions of cyberpunk style, and explore the combination point between it and the traditional musical instrument culture; and lastly, by means of game design, integrate the traditional musical instrument culture with the Finally, through the game design, the traditional musical instrument culture and cyberpunk style are integrated to create a card game with unique charm. This topic is not only innovative, but also has important cultural value and social significance.

1.2 Research purpose

Chinese traditional musical instruments as the treasure of five thousand years of Chinese culture, is condensed more than five thousand years of cultural crystallization, but with the development of society, Western musical instruments in the younger generation is increasingly popular, compared to the traditional Chinese musical instruments inheritance seems to be declining, the inheritance of the phenomenon of faults, and some traditional musical instruments have even been lost, and then faced with the survival and innovation of the problem. The purpose of this project is to enable young people to better understand and appreciate traditional Chinese music, so as to protect and inherit traditional music culture. In order to achieve this goal, the innovative combination of traditional Chinese musical instruments and cyberpunk style, the development of a card game, cyberpunk style is

now very popular among young people, the fusion of the two, more able to attract the attention of young people, in the process of the game to help people to understand the characteristics of the individual traditional musical instruments and the historical background, but also through the interaction and learning, in-depth understanding of its cultural connotations, which will not only help to This not only helps to improve personal music literacy and artistic cultivation, but also effectively promotes the inheritance of Chinese traditional musical instruments.

At the same time, this project also focuses on the visual image design of Chinese traditional musical instruments, and strives to show the unique charm of traditional musical instruments through rich visual language and the development of game products. At present, the role of image design of Chinese traditional musical instruments at home and abroad is neglected, so that the visual image of Chinese traditional musical instruments cannot penetrate into the hearts of the people, systematically integrating the design elements and image logos, and displaying the beauty of traditional musical instruments through rich visual language and the development of game products. In order to solve the problem of traditional Chinese musical instruments not spreading out, so that young people through the study and inheritance of traditional Chinese musical instruments, can promote cultural exchanges between China and foreign countries, and enhance the international influence of Chinese culture.

1.2.1 Selected research and current situation at home and abroad

After referring to and organizing a large amount of literature, I found that card games have gradually developed into an extremely popular game genre. According to statistics, the number of players of card games has exceeded hundreds of millions worldwide. The types of card games are also becoming more and more diversified, covering traditional card games, electronic card games and mobile card games. Card games are characterized by randomness and probability, as each player does not know the cards held by the rest of the players, a feature that allows players to immerse themselves in the game, guess the cards of the rest of the players and formulate a strategy to win the final victory. Among them, it is worth mentioning that

card games are one of the most rapidly developing genres in recent years, occupying an indispensable position in the game market.

Huajing Industry Research Institute (2021) has published "Analysis of the development status of China's table game market: script killing fire, can help other table games out of the circle? In 2014-2020, China's table game market value from 1.07 billion yuan to 4.58 billion yuan, in this context, the game, animation and other industries are increasingly fierce competition, Tencent, Shanda and other well-known online game companies have embarked on research and development of desktop game products; at the same time, part of the venture capital has also begun to focus on the card manufacturers and other related industries in China. This change in the upstream industry is also gradually promoting the development of the downstream industry, creating favorable conditions for the rapid development of the desktop game market. [1] (See Fig 1.1)

Foreign table games have a long history of development, and German-style table games are especially famous. Most of them are based on score as the core goal, with simple and in-depth gaming design as the key feature, easy to get started, high player participation and strong interaction, so they occupy an important position in the market. The core feature of American board games is to pay more attention to the player's sense of participation, most of the board games are in the form of immersive as the main form of expression, simulation scenarios and themes are more specific compared to the German style, and at the same time, with the randomness of different game lines. This sense of participation mainly comes from the high degree of interactivity and freedom of game design, allowing players to choose the game path according to their own preferences and strategies to achieve a personalized game experience.

In general, German-style board games pursue scores and most of them do not have an elimination system, thus allowing players to participate fully. While American-style table games provide players with a brand new gaming experience with its high degree of interactivity and randomness.

1.3 Research methodology

(1) Literature Reading Method

Read a lot of literature related to this proposition to understand how to master the performance of a deck of cards and find related design works . Through the study of existing literature, understand the current situation of Chinese traditional musical instruments, collect pictures as well as videos of the illustration design of Chinese traditional musical instruments, summarize, organize, classify and analyze the information.

(2) Comparative Research Method

Organize and compare card games at home and abroad to fully understand the design concept. Observe the same and different parts of different games. Design games that are acceptable to the public.

(3) Comprehensive research method

By going to the online research and consulting the information, understand the design of cyberpunk style in order to accurately position the design and understand the market demand so as to make accurate design positioning.

(4) Case study method

By analyzing and generalizing the existing product packaging design works on the market, learning from their excellent design experience, looking for the existing design features, and carrying out the design ideas of this proposition in a more reasonable way.

(5) Discussion method

Through discussions with teachers and classmates to deepen the understanding of the graduation design work, analyze the shortcomings of their current progress and the need for improvement, and then come up with a better revision plan.

Summary of the Chapter I

1. The prosperity of cultural diversity.
2. The significance of modernizing traditional Chinese musical instruments

lies in the combination of inheritance and innovation. Through modernization, traditional musical instruments are revitalized in contemporary music, promoting cultural inheritance and exchange, and expanding their application in the fields of education, entertainment and artistic creation.

3. At the same time, the use of modern technology provides more possibilities for the production, performance and teaching of traditional instruments, promoting the development and dissemination of traditional music, and thus the prosperity of cultural diversity.

CHAPTER II THEORETICAL OVERVIEW

2.1 History of card games

At the end of the Qin Dynasty, during the Chu and Han Dynasties, the famous general Han Xin invented a card game in order to alleviate his soldiers' homesickness, which was named "Leaf Play" because the cards were similar in size to leaves (see in fig 2.1). By the twelfth century, Marco Polo brought table games to Europe, which aroused great interest in the West, so it has been passed down in the West to this day.

The history of table games can be traced back to many ancient civilizations, even some prehistoric civilizations. With the emergence of the middle class in western countries, the real meaning of table games became popular, and with the end of the Second World War, table games even reached a golden age.

In addition, in the sixteenth century, a card game called "Winning Cards" flourished in London, England, and Holland, and over time this card game evolved into Whist (see in fig 2.2). By 1894, bridge had reappeared in London, England, and evolved into what is now known as poker. In 1966, a card game called The Baseball Card Game was created in the United States and became the first collectible card game, and in 1993 American mathematician Dr. Richard Garfield developed Marvelous Cards (see in fig 2.3).

2.2 An Overview of Cyberpunk Theory

Cyberpunk is a portmanteau of "cybernetics" and "punk". The literal meaning is a reflection on "highly mechanical civilization". Cyberpunk is a type of science fiction characterized primarily by futuristic technology and low-end living, typically depicting a high-tech but socially shattered world with a wealth disparity. Cyberpunk combines the concepts of "Cyber" (referring to computer and information

technology) and "Punk" (rebellious culture), emphasizing the opposition and conflict between technology and the dystopian environment.

Here are some core features of cyberpunk:

1. High tech low living: The cyberpunk world is often filled with advanced technologies such as artificial intelligence, cyberbots (a combination of humans and machines), augmented reality, etc., but the lower echelons of society live in poverty and chaos.

2. dystopian environment: Cyberpunk worlds are often dystopian, with widespread problems such as political corruption, corporate monopolies, social injustice, and environmental degradation.

3. Hackers and underground culture: Hackers are important players in the cyberpunk world, using their superb technical skills to confront powerful businesses and governments. The underground culture and rebellious spirit are the core of this type.

4. Urban Landscape: The cities depicted in cyberpunk works are usually large, crowded, and filled with neon lights, reflecting a psychedelic and oppressive atmosphere.

5. Virtual reality and cyberspace: Virtual reality and cyberspace are important elements in cyberpunk works, and characters often interact and adventure in the virtual world.

Classic cyberpunk works include William Gibson's novel *Neuromancer*, Ridley Scott's film *Blade Runner*, and the Japanese animated film *Ghost in the Shell*. These works shape the highly attractive sci-fi genre of cyberpunk through their unique visual style and profound social criticism. Cyberpunk first emerged as a science fiction genre, and its origin can be traced back to the wave of new science fiction in the 1960s and 1970s, and gradually emerged in the 1980s. After dozens of years of development, cyberpunk has not only been limited to science fiction, but has also widely penetrated into many fields such as novels, animation, movies, games, art and architecture, forming a unique subculture phenomenon.

2.3 Background of the development of traditional Chinese musical instruments

The development of traditional Chinese musical instruments has a long history, and its origin can be traced back to the ancient times, when people already started to make ceramic ocarinas, bone whistles, bone flutes and other wind instruments. Ceramic ocarina (see in fig 2.4) has a documented record:

“Ocarina with the virtue of ruling the queen, the saint wrong mortal silver, lending Fubo. Ocarina sound simple and mellow, the eight sounds, ocarina only occupy the earth sound” .

During the Eastern Zhou period, Confucius said “the rites and music collapse” also proved that there was a more strict rites and music system in that era.

With the steady growth of the economy, Xia, Shang and Western Zhou also made many unique musical instruments, including bronze musical instruments, including musical instruments such as bells, gongs, gongs, cymbals, bo, Yong, etc., together to build a complete system of bronze music. Some of the musical instruments were engraved with phrases such as, “I will walk with my teacher, I will follow my disciples, and I will fight against the enemy,” to inspire the soldiers. Guqin, sheng and other musical instruments also appeared in this period, “qin when the preface” of the book on the guqin records said: “Fuxi's qin, a string, seven feet and two inches long” (quoted from Wu Yi “qin when the preface”).

During the Qin and Han Dynasties, the emergence of various wind and percussion instruments became the trend of the time, and the appearance of the pipa enriched the history of traditional Chinese musical instruments.

During the Sui and Tang dynasties, domestic and foreign cultures exchanged and fused, and stringed instruments, drums and percussion instruments appeared one after another. Traditional Chinese musical instruments were basically perfected and shaped during this period.

To sum up, Chinese traditional musical instruments are not only the valuable heritage of China, but also the witness of the change of dynasties, and have drawn a colorful picture in the history of musical instruments in the world.

2.4 Styles and expressions used in card games on the market

Modern tabletop games have a wide range of topics, covering war, trade, culture, art, city building, history and many other areas. The game is rich in accessories, including cards, an exclusive game tabletop to the game mechanics and some beautiful models.

Card games take cards as the core mechanism, and its game rules are set mainly for the attributes, functions, scores, card library construction and hand planning and management of cards and other elements. Players need to make reasonable use of these elements and strategic planning in order to win the game. Card games are popular for their unique gameplay and strategy, and have become a popular game genre among players. By nature, they are categorized into six different forms of expression, such as text negotiation, graphic creativity, physical manipulation, layout strategy, war, and tabletop role-playing.

2.5 Development status and needs of Chinese traditional musical instruments

Traditional Chinese musical instruments are now struggling to develop, facing a series of serious challenges in modern society. Nowadays, with the development of information technology, the mutual exchange and understanding between countries, especially the exchange and dissemination between different countries, more Western musical instruments in China's popularity, more and more young people for some of the new musical instruments are more interested in a series of musical instruments, such as electronic guitars, electronic synthesizers and other musical instruments to give the Chinese traditional musical instruments to the heavy blow, so that the

development of national traditional musical instruments in the age of the development of space is smaller, difficult to promote the status quo, and so on. This makes the development space of national traditional musical instruments in this era smaller, difficult to promote the status quo.

Nowadays, many people think that Chinese traditional musical instruments are not suitable for this era, they are not only not as thick as Western instruments, but also lack a certain expressive power. Moreover, in major music colleges and universities, the amount of courses offered in piano and violin is far more than that offered in traditional Chinese instruments, and there are fewer schools educating traditional Chinese instruments, and the degree of going to the crowd is not high. In addition, the students who learn traditional musical instruments know little about the instruments they are learning, do not know the roots of the instruments, and only learn the skills, but not the meaning behind the different instruments, resulting in the traditional Chinese musical instruments appear to be boring, and difficult to pass on the phenomenon of the traditional musical instruments, which is a very serious obstacle to the development of the traditional musical instruments.

With the sustained development of China's economy, so that Chinese residents are no longer satisfied with food, clothing, housing and transportation, more and more people are pursuing spiritual consumption, as of 2023, China's per capita GDP is close to 85,000 yuan, a huge increase compared to 2017 (see fig 2.3), and the proportion of the rural and urban population has also risen from 36.2% in 2000 to 46.6%.

The development of traditional musical instruments requires the support of local enterprises and the government to formulate relevant policies, vigorously promote traditional Chinese musical instruments, vigorously publicize online and offline, and offer courses on traditional musical instruments in major universities, so that the industry of musical instruments can be gradually improved and the production and consumption process can be ensured, in order to promote the development of the traditional musical instrument industry in China.

Summary of the chapter II

1. Combining traditional Chinese musical instruments with cyberpunk styles to create decks has multiple communication implications. First, this combination can attract a wider audience, including traditional music lovers and cyberpunk culture followers, thus promoting the communication and integration between the two cultures.
2. Secondly, such creative works help spread and pass on traditional culture, make more people understand and pay attention to traditional Chinese musical instruments, and inject new vitality and fashion elements into them. In addition, such innovation also helps to expand the application scenarios of musical instruments, such as promotion in games, animation and other entertainment fields, which further enhances the popularity and influence of traditional musical instruments.
3. Eventually, such card works can also become an important carrier for cultural export, opening new channels for the spread of Chinese music and culture on the international stage.

CHAPTER III

DESIGN CONCEPTUALIZATION AND DESIGN DEVELOPMENT

3.1 Game Character Card Ideas

Card game refers to the use of cards as a form of expression, the design on the card surface, the game rules and drawings that the author of the game wants to express are displayed on it, and the effects and ways of use of these cards will be clearly labeled. Card game design not only allows players to enhance the experience in the process of playing, but also can be played on the way to spread the ideas that the designer wants to express, is a very important form of communication as a form of expression.

During the survey, we found that more and more young people like to play board games, and there are more and more offline board game stores. Therefore, the promotion of traditional Chinese musical instruments is no longer limited to the usual TV program publicity, but more in-depth to the young people, the ethnic musical instruments into the young people like board games culture, can arouse the interest of young people, lead them to appreciate the beauty of Chinese history and culture.

3.2 Game Instrumental Skill Card Conceptualization

The game skill card is the top priority of the whole card game, the design of the game skill card can maximize people's more intuitive understanding of traditional Chinese musical instruments, can directly reflect the image of the instrument, so that players combine the name of the instrument with the image of the instrument, and become an important carrier for the propaganda of national musical instruments.

In the Spring and Autumn and Warring States period, the guzheng was popularized, and it was mostly called the Qin zheng in the canonical books. After the

unification of Qin Shi Huang, the zheng's circulation was also expanded to Henan, Shandong, Jiangsu, Zhejiang, Fujian, Guangdong, Sichuan, Yunnan and Inner Mongolia. [6]

The yangqin was first introduced to the West during the Ming and Qing dynasties and was called the "foreign qin", but as time progressed, the "foreign qin" was gradually Sinicized, eventually forming what is now known as the Chinese national musical instrument, the yangqin. -Yangqin.

During the Song and Yuan dynasties, the erhu had become the main melodic instrument in China's folkloric silk and bamboo music.

In ancient times, the flute was known as the "horizontal blow", which later evolved into the "horizontal flute". According to existing records, the flute appeared in the western part of China among the ethnic minorities, and was not introduced to the Central Plains until the reign of Emperor Wu of the Han Dynasty in 190-87 BC. However, since the discovery of the Jiahu bone flute in Maoyang, Henan Province, between 1889 and 1990, the history of the flute has moved forward by more than six thousand years.

The sheng has a history of more than 2,500 years and is a very common instrument among the ethnic minorities of Yunnan, where it is indispensable for the people to sing and dance after their labor.

The name Ruan Xian was known as "Qin Pipa" in the pre-existing period, and Qin Pipa, which was commonly known as "Qin Hanzi" in ancient times, evolved into "Ruan Xian " in the Tang Dynasty.

Chinese drums were made more than seven years ago during the Neolithic period, and they have been categorized as earthenware drums, pottery drums, wooden drums, jade drums, stone drums, iron drums, copper drums, and other different materials.

Prior to the Tang Dynasty, all plucked instruments were collectively known as pipa, and the sound obtained from playing was called "pi" (which assumes the sound of the word "pi"), and the sound obtained from picking was called "zhou" (which assumes the sound of the word "zhou"). The sound obtained from playing the pipa

was called "pi" (a play on the instrument) and the sound obtained from picking the instrument was called "zhou" (a play on the instrument), and the sound obtained from picking the instrument was called "zhou" (a play on the instrument).

The cymbal appeared during the Northern and Southern Dynasties, more than 1,500 years ago. The cymbal began to be widely used in court and folk music during the Tang Dynasty.

The suona appeared around the third century AD and became an important accompaniment instrument in the late Ming Dynasty. During the Qing Dynasty, the suona was called "sorna" and was incorporated into the court's huibe music.

3.3 Game Cyber Skill Cards Ideas

Cyber skill cards are also very important in this game, cyberpunk style plays an important role in today's art creation, the design of cyber skill cards is inspired by the cyberpunk style art creation, this style is based on the theme of futuristic technology, digital information, and social change, etc. The cyberpunk part of the deck utilizes key words such as digital, lightning, and space and time for the collision of design inspiration. The design of the cyber skill deck should reflect the atmosphere of future technology. We can use digital and mechanized elements to decorate the deck, such as circuit diagrams, binary codes, mechanical gears and so on. These elements can not only highlight the cyberpunk style, but also fit with the theme of the game and bring players a more immersive experience.

1. Understand the cyberpunk theme

-Core elements: Cyberpunk typically includes elements such as futuristic technology, dystopian society, highly developed urban landscapes, cyberspace, and human body modification.

-Visual style: Common visual elements include neon lights, dark tones, metallic texture, glitch art, high contrast colors, etc.

2. Determine card type and function

-Card Type: Determine the card type in the game, such as corner cards, weapon

cards, equipment cards, skill cards, event cards, etc.

- Card function: Clarify the functions and rules of each type of card, such as attack power, defense power, special skills, resource management, etc.

3. Design card structure

- Layout design: Design the basic layout of the card, including the title area, image area, text description area, and numerical area.

- Information hierarchy: Ensure that the information on the card is arranged in order of importance, allowing players to quickly access key information.

4. Visual design

- Color selection: Using typical cyberpunk colors such as neon (cyan, purple, pink) and contrasting with dark tones.

- Graphic elements: graphic elements that use futuristic technology, such as circuit board patterns, HUD (Head Up Display) interfaces, fault effects, etc.

- Font design: Choose fonts that conform to the cyberpunk style, such as pixel fonts or futuristic technology style fonts.

3.4 Ideas for the rules of the game

The rules of the game are the most important part of the game design, only if the rules are complete and interesting, players will be immersed in the game, and it is possible to convey the part that the game designer wants to express. The design of the game rules not only needs to make the whole game run, but also focus on the player experience, such as not letting the player be eliminated at the beginning, the alliance of the team should be meaningful and so on, so the setting of the game rules still need to be carefully considered.

Designing game rules is a crucial part of game development. Rules not only determine the gameplay and experience of the game, but also directly affect the balance and fun of the game. The following are the conceptual steps and key points for game rule design:

1. Determine game objectives:

- Game type: Determine the type of game (such as strategy games, action games,

role-playing games, etc.) and clarify the core gameplay of the game.

- Victory conditions: Define how players win the game, which can include achieving a specific score, completing tasks, defeating opponents, etc.

2. Design the game world:

- Background Story: Create a background story or setting for the game to enhance its immersion.

- Game Scene: Design game scenes and maps, considering changes in different levels and environments.

3. Role and Ability:

- Character Design: Create both player and non player characters (NPCs), including their attributes and abilities.

- Character Upgrade: Set the upgrade mechanism for characters, such as experience points, skill trees, equipment upgrades, etc.

4. Core mechanism:

- Actions and Interactions: Define the basic actions of a character (such as movement, attack, defense) and their interaction with the environment (such as picking items, solving puzzles).

- Resource Management: Design a resource management system (such as coins, energy, and supplies) to enable players to make strategic decisions in the game.

5. Rules and limitations:

- Action rules: Set the number or types of actions that players can take in each turn or unit of time.

- Restrictions: Set restrictions in the game (such as time limits, health points, special events) to increase the game's challenge.

6. Rewards and Punishments:

- Reward mechanism: Design a reward system, such as task rewards, achievement rewards, and random drops, to motivate players.

- Punishment mechanism: Set punishment mechanisms, such as failure punishment and time punishment, to increase the tension of the game.

3.5 Logo design idea

Logo design has a non-trivial role in the promotional level of card games, which determines whether a brand can be recognizable, competitive, as well as a small logo is the image of a project or enterprise, increasing the breadth as well as market competitiveness. Designing an excellent logo requires considering multiple aspects to ensure that it has both visual appeal and accurately conveys brand information. Here are some conceptual steps and key points for logo design:

1. Understanding the brand:

- Brand core values: Clarify the brand's mission, vision, and core values.
- Target audience: Understand who the brand's target audience is, their preferences and needs.

2. Conduct research:

- Market research: Study the logo design of competitors and identify design trends in the industry.
- Inspiration collection: browse design portfolio websites such as Behance Dribbble, Seeking inspiration.

3. Determine the design direction:

- Style selection: Determine the overall style of the logo (such as minimalist, retro, modern, technological, etc.).
- Color matching: Choose colors that reflect the brand's personality and attract the target audience. Consider color psychology.
- Font design: Choose appropriate fonts or design unique fonts to enhance recognition.

3.6 Poster design idea

Poster is the first impression of the game's external publicity. An attractive poster can arouse players' interest and then lead them to understand the game. Therefore, the design of the poster is very important and needs to consider how to accurately convey the core content and style of the game. For this game, the poster

design can be conceptualized in the following aspects:

First, the theme of the poster should highlight the combination of traditional Chinese musical instruments and cyberpunk style. You can use some elements of traditional Chinese musical instruments, such as guzheng, yangqin, erhu, etc., combined with elements of cyberpunk style, such as digitalization, mechanization, and futuristic technology, to create a unique visual effect. Such a design can not only attract young people's attention, but also convey the theme and characteristics of the game.

To sum up, the design of the poster needs to consider many aspects such as theme, color, text, etc. in order to create a unique and attractive visual effect to attract more players to understand and experience the game.

Poster design plays an important role in the promotion of "Air" card game. Poster is a kind of art of publicity and a tool for information transfer. A good poster design can better publicize "Air" card game and thus better publicize Chinese traditional culture. Therefore, in the promotion of this game, it is more important to pay attention to the status of posters and play its main role of publicity.

3.7 Game tablecloth design idea

Game tablecloth is an important element in card games, which not only carries the functionality of the game, but also plays a role in beautifying the game environment and enhancing the players' experience. In "Qi", a game that combines traditional Chinese musical instruments and cyberpunk style, the design of the game tablecloth is even more crucial.

The design of the game tablecloth should be highly consistent with the theme and style of the game. A dark-colored background, such as black or dark blue, can be used to create a cyberpunk-style futuristic technological atmosphere. At the same time, elements of traditional Chinese musical instruments, such as yangqin, erhu, flute, etc., can be added to the tablecloth to show the oriental flavor of the game.

As the second important part of the game, the tablecloth is not only linked to the

player's gaming experience, but also as an art form of image communication, used to express and convey information, with vivid and intuitive characteristics.

3.8 Game package design idea

Game packaging is an important medium for players to get in touch with the game for the first time. It not only serves to protect the game product, but also is an important tool to show the game features and attract players' eyes. For "Air", a card game that combines traditional Chinese musical instruments and cyberpunk style, the package design is even more crucial. The package should be clearly labeled with the basic information of the game, such as the name of the game, the producer, the publisher, and so on. In addition, some fascinating game introductions or background stories can be included to stimulate players' curiosity and interest.

To summarize, the packaging design of "Qi" card game should comprehensively consider many aspects such as style, information communication, material and environmental friendliness, in order to create a unique, exquisite and environmentally friendly packaging image, which will bring players a pleasant gaming experience.

3.9 Cultural and Creative Design

Cultural and creative design is a form of expression that combines cultural creation and creativity, which can fully utilize the image of the game and create works with a sense of art and fashion. Cultural and creative products also have a very important role in the dissemination of this game, which can not only make consumers interested in the game, but also play a role in the dissemination and promotion of traditional Chinese musical instruments.

Summary of the chapter III

Designing cyberpunk style Chinese traditional musical instrument game cards has multiple meanings:

1. Cultural Inheritance and Innovation: Combining traditional Chinese musical instruments with cyberpunk style not only inherits the traditional culture, but also injects modern elements, injecting new vitality and fashionable charms into traditional musical instruments.

2. Cross-border Integration and Cultural Exchange: As one of the representatives of modern sci-fi culture, the combination of cyberpunk style with traditional Chinese musical instruments promotes the integration and exchange between different cultures, and provides a new way and platform for traditional culture to go global.

3. Education and popularization: Through the form of game cards, let more people understand and come into contact with traditional Chinese musical instruments, promote their popularization and dissemination, and cultivate the younger generation's interest in and love of traditional culture.

4. Artistic Expression and Creative Display: The artistic design and story background setting of the game cards demonstrate the creativity and imagination of the designers, providing a platform for artists and creators to display and express themselves.

5. Entertainment and socialization: Cyberpunk-style traditional Chinese musical instrument game cards are not only a game, but also a form of entertainment and socialization, through which players can communicate and share their love and understanding of music culture.

To summarize, designing cyberpunk style traditional Chinese musical instrument game decks not only contributes to the inheritance and innovation of traditional culture, but also promotes cultural exchanges and understanding, and at the same time provides new possibilities and channels for entertainment, education and artistic expression.

CHAPTER IV DESIGN PROCESS AND RESULTS

4.1 Finalized game character card design

In the design of the character card part of this deck of game cards, the game style is chosen to be the current popular cyberpunk style. The use of cyberpunk style demonstrates that tradition can keep up with the trend, and that tradition can follow the trend and be integrated into the trend, so that it can attract the attention of the young people in the new era. A good deck of cards design can allow players to go deeper into it, learning as they play and playing as they learn. (See Figure 4-1)

1. Bingxin Qinshi

- Personality: Calm and composed
- Gender: Female
- Skill: To make a judgment, if you draw the Joyful Qi, Five Qi, and True Qi, designate the player to stop once in the next round

2. Flame Fist - Lieyan Quanshou

- Personality: Hot and passionate, using punches and kicks to defeat enemies.
- Gender: Male
- Skill: In a dying state, multiply the attack power of devouring by two

3. Qinglong Yanshi - Qinglong Yanshi

- Personality: Steady and wise, able to summon the power of a green dragon.
- Gender: Male
- Skill: If a player has three types of cards: True Qi, Five Qi, and Music Qi, all players will lose one Qi

4. Thunder Doctor - LeitingYizhe

- Personality: compassionate and possessing medical skills

- Gender: Male
- Skill: Selling this character card can restore two Qi pieces

5. Mingyue Swordsman - Ming Yue Jianke

- Personality: Calm and composed
- Gender: Male
- Skill: Take away the opponent's distance card

6. Iron Wall Warrior - Tiebi Wuzhe

- Personality: resolute and steadfast, wearing indestructible iron armor.
- Gender: Male
- Skill: In a dying state, players can discard their hand cards and return to Qi (2 hand cards will return to one Qi)

This set of character cards uses a combination of cyberpunk style and related traditional characters such as samurai, zither player, healer, etc. According to the different characteristics of each character, each character is given a color, for example, the fiery boxer is red, the bright moon swordsman is blue, and the green dragon inflamed ambassador is green, etc., which makes the Chinese style characters become neon cyber and the names, genders, and skills of the characters are written on the lower two thirds of the cards, which can make the players don't need to memorize each skill personally, and it is more convenient for players to play the game.

4.2 Finalized game skill card design

Ten representative Chinese folk musical instruments are selected: guzheng, yangqin, erhu, flute, sheng, zhongruan, drum, brass cymbal, suona and pipa (see Figure 4-2). This set of cards cleverly uses the neon light line, in the colorful colors of traditional Chinese musical instruments into a cyberpunk style, to enhance the

visual effect at the same time fit the theme, attract the interest of the players and deep into the hearts of the players. It is a better way to publicize and promote the game.

The following are specific card skills :

Qin Yun Healing: Heal teammates/oneself (return one breath, one round)

Erhu Fantasy: Can continuously use devouring (equipment, can be retained, if player sells, can regain one breath)

Shengyin Shield: Provides a shield for oneself to avoid the next round of damage (can only stay for one round)

Pipa Melody: This round of whole set, with a killing power of x2 (one round)

Xiao Yin Dodge: Can be exempted from one round of attacks (whole group)

Suona Breath: Judgment Card (If the next draw is not True Qi, the player who is judged will pause for one round)

Yangqin Chasing Dreams: Judgment Card (If the next draw is not Le Qi, the player who is judged will pause for one round)

Stir up hot blood: This player can self damage one Qi. Except for team members, other players can lose two Qi (only once)

Copper Cymbal Shock: Can cause designated players to pause for one round

Flute Resonance: Abandoning Two Hand Cards to Return Health and One Breath (Equipment)

4.3 Game Cyber Skill Deck Design

This game has not only traditional Chinese musical instruments, but also cyberpunk skill cards (see Figure 4-3), which can make players who like other games of cyberpunk feel more at home. And once again, the names and skills of the cards are listed separately on two-thirds of the card, so that players can better understand the skills of this card and make the game process more convenient for them.

The design of the Cyber deck still uses the big jumps in color above, using the neon flash of red, orange, yellow, green, blue, and purple with the card design, the

first advantage is that it can catch the player's eye at the first glance, and uses a more horrific painting style and musical instruments in a very different style to attract the player's interest.

The following are specific card skills :

Time and space backtracking: playing cards in the opposite direction

Stealing a Teacher to Learn Art: Learn an Equipment Card (Three rounds)

Taboo Curse: Judgment Card. If it is a cyber card, designate a player to take all of their equipment cards

The Wrath of Nature: Everyone's Qi is reduced by one

Guardian of Light: Add one to the person with the least energy

Strive hard: Everyone discards 2 cards in their hand

Lightning teleportation: Enemy attacks increase friendly attack distance by one (equipment)

Armor Breaking Strike: Retrieve all equipment cards present and exchange them for gold coins to return to the player

Thief: can steal any enemy equipment

Thief: can steal enemy coins

4.3.1 Card back design

We still use the cyberpunk style for the card back. The card background on the back of the card is mainly black, and the purple neon border echoes the main body of cyberpunk. The middle font uses the font of the logo, which is the game name written in traditional Chinese calligraphy - Qi (see Figure 4-4).

4.4 Finalize the design of the rules of the game

The rules of the game are set as follows:

1. Initial licensing: each player initially obtains a piece of air mass (a piece of air mass consists of seven small pieces of air). In order to obtain five skill cards, draw three character cards to choose two for retention out of the process of one round can only choose a character card to buff the next round can be replaced by themselves.

2. Every fifteen minutes after the start of the game into the night (hosted by the air source workshop boss) to start the auction, purchase. Players to buy equipment, air group can also be purchased (can only be purchased to be sold, air source workshop no excess air group sale). The night time is five minutes to turn into daytime.

3. Turn structure:

Draw Phase: draw 2 cards from the deck. Each player can only have five cards in their hand more to discard and less to replace.

Action Phase: Players may play cards, combine weapons, musical instruments, and medicine cards to attack, defend, or heal.

4. Card Combination:

Players make their own character, skill, and equipment combinations.

5. Damage:

Weapon Damage: Successfully attack the opponent

Musical Instrument Effect: Successfully activate the musical instrument combination

Medicine Healing: Successfully heal yourself or your teammates

Equipment cards: according to the different abilities of the equipment, you can choose to use it all the time.

Skill Cards: Use this card to participate in the game round according to the card's description.

Duel Cards: You need to use Vanish to resist the attack.

6. Victory conditions:

-The person with the most air groups in the last two hours wins or the last player left on the field wins.

4.5 Logo design finalized

The logo design is based on the general framework of the whole game, the style is still utilizing the cyberpunk style of the previous period, and there is not too much adjustment, the word "air" is broken down and split into different designs. Because most people don't recognize the word "Qi" at first, the pinyin "Qi" is used to explain

the word "Qi". Moreover, "Qi" means "seven", which matches the number of city-states in the game, so it was finally decided to use the word "Qi" as the main symbol of this card game (see Figure 4-5).

4.6 Poster design finalized

The poster still utilizes cyberpunk as the main design style, echoing the other parts. In the choice of content, Chinese traditional architecture is chosen, Chinese traditional architecture is an important carrier of Chinese traditional culture and national characteristics. Chinese traditional architecture is taken as the main body. The color used is neon light color, which can make people be caught in the eye in a moment and play the effect of publicity (see Figure 4-6).

4.7 Finalize game tablecloth design

The tabletop design of this game is divided into three different areas: the card storage area, the air corps, or city-state area, and the equipment card area (see Figure 4-7).

The card storage area is divided into the character card storage area and the distance card storage area. Character card storage area is that each player from the pile of cards to draw three character cards and select, selected cards will be placed in the character card storage area, so that it can let the players know your character skills and make relative measures. The Distance Cards Storage Area is the area where the Distance Cards - Mechanical Grappling Hooks and Electronic Teleporters - are placed, allowing players to calculate the distance between themselves and their opponents and make attacks.

Air Cluster is an area where each player initially possesses a block of air, which consists of 7 small pieces of air. Once all the air is captured by the enemy, the player loses and the game ends.

Equipment Cards means that each player has gold coins at the beginning, and in the course of the game, players can buy equipment cards according to the amount of

gold coins in their hands. Each equipment card has different skills, such as the ability to continuously play devour, discard two cards to return one air, and other different effects of the cards, which can greatly enhance the player's playing experience, in the battle of wits and courage to obtain the most success.

4.8 Finalized game package design

The purpose of packaging design is to protect the product during transportation, and good packaging allows the consumer to stand out from all the different products on the market and be seen at a glance for better marketing.

The packaging of this game is mainly based on the logo, still using neon elements as the main design elements. The main style of the packaging is still cyberpunk, and the font in the center uses Chinese calligraphy, which is a perfect combination of cyberpunk and Chinese culture. I have made different cultural and creative products such as pillows, badges, stickers, rings, carpets, etc. These cultural and creative products not only have the effect of promoting games, but also serve as souvenirs to attract the interest of passersby and carry out secondary promotion.(see Figure 4-8).

4.9 Finalization of the cultural and creative design

These cultural and creative products are not only a supplement to the game itself, but also a unique interpretation of the combination of traditional culture and modern technology. These products not only have high artistic and practical value, but also represent a unique interpretation and extension of the game itself. These cultural and creative products will become an important bridge between players and the game, allowing more people to understand and love this game.

Summary of the chapter IV

1. highly artistic and practical
2. Neon colors design
3. Chinese traditional culture design

Conclusion

1. After in-depth research and careful design, various designs have been finalized.

2. First of all, in terms of game card design, we provide a rich variety of character cards, skill and equipment cards and duel cards, so that players can choose and combine them according to their own preferences and strategies. At the same time, we have set up game elements such as air groups and gold coins, which increase the strategy and interest of the game.

3. Secondly, in the design of game rules, we focus on balance and fairness to ensure that every player can have a good experience in the game. Rules such as initial deal, turn structure, card combinations, etc. are set to make the game process both tense and exciting. Victory conditions are also set to give players clear goals and challenges.

4. In addition, the visual design focuses on the unity of style and details. The logo design takes the word "air" as the main character and combines it with the cyberpunk style, reflecting the theme and characteristics of the game. The poster design uses traditional Chinese architecture and neon colors to highlight the unique charm of the game. The design of the game tablecloth and packaging also gave full consideration to practicality and aesthetics, providing players with a better gaming experience.

5. Finally, in terms of creative design, a series of game-related creative products, such as T-shirts and peripheral toys, have been developed. These products not only enrich the content of the game, but also provide players with more choices and collection value.

6. For this graduation design, the initial intention at the beginning is to publicize the traditional Chinese culture, hoping that with the development of economy and technology, contemporary young people do not forget their roots. This topic "theme" air - music air "not only has a unique research perspective and innovative, but also has an important cultural value and social significance. Through the research and practice of this topic, it is expected to inject new vitality and inspiration into the field of game design, and promote the inheritance and development of traditional Chinese

culture.

7. Through this graduation design, I realized what traditional Chinese musical instruments are, and some of them were completely unheard of before, so I think the cultural inheritance for contemporary young people is still insufficient. After doing this design, I have a clearer and clearer understanding of traditional Chinese culture, and in my future study and life, I will try my best to learn more about the traditional Chinese culture that I didn't know before, and I will pass on the development of traditional Chinese culture.

8. As Chinese people, as the future of China, young people need to take the initiative to promote the development of traditional culture, only more and more people understand the traditional Chinese culture can continue to develop, cultural confidence is essential to the development of Chinese culture.

Thank

I would like to express my gratitude to my teachers and classmates for their help during this period. When I encountered difficulties in my graduation project, they selflessly helped me and inspired me.

Firstly, I would like to express my greatest gratitude to my mentor for providing us with a lot of feedback and suggestions when we encountered difficulties in our game, which allowed us to quickly break through the bottleneck period. And give great encouragement to the designs we have already produced, so that we can have confidence in completing this graduation project.

Secondly, I would like to thank my partners - Zhao Ke and Huang Yuwen - because we are a team, and although there are disagreements, they will calm down and listen to my suggestions and give them, so that our design can proceed and ultimately complete a relatively good finished product.

Once again, I would like to express my gratitude to all of my teachers who helped me solve my doubts during my college years. I would like to express my special gratitude to Professor Ihor Ponomarenko and Professor Anastasia, who have provided me with a lot of help. My teacher's teachings will accompany me for a lifetime, and I will always remember their advice to me.

Finally, I would like to thank my idols EXO and Xu Junshuo. During my four years in college, whenever I was on the brink of collapse, I would listen to their songs to relieve stress and alleviate the problems in my heart.

No words can express it, and finally, thank you for my four years of college. I will remember it for a lifetime.

REFERENCES LIST

- [1] Huajing Industry Research Institute. Analysis of the current development situation of China's table game market: script killing fire, can it help other table games out of the circle? [EB/OL]. (2021-7-12)[2024-04-26].https://www.sohu.com/a/476972308_120113054https://baijiahao.baidu.com/s?id=1705065020083548755&wfr=spider&for=pc
- [2] Yuan Chunyan. Research and practice of card table game art design [D]. Qingdao University of Science and Technology, 2023. DOI:10.27264/d.cnki.gqdhc.2023.000378.https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUxzUEmZrILI49pLvNpQIbvRwxM0ppQUmIJOenAir77f7LsewZMivCbMsnx3LXU_kntBc2ro9RJX3wnYIT7EwYYCyr5N3iERN-1y_JWjtAIshhKe7T220KnY6MWJIp7--iSlvb0aQXCw==&uniplatform=NZKPT&language=CHS
- [3] Bai Dan. Exploring the diversification of Chinese instrumental music ensembles[J]. 2020. doi:10.12228/j.issn.1005-5312.2020.20.043.<https://www.fx361.com/page/2020/1021/7118869.shtml>
- [4] Yu Fan. The "Chineseization" of innovative board games[J]. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUiKUik4IRrX0s6ABJ5mazkXBqsvXUDBYm3pQ0oRvrjWa7EIXoJ9JLSAkBHDtWtSkhX4Ftrc7cvv5YyjOjGa-Wq76m0IFA36JNrCc-CWS_e-fOMlehVC8bFmtG2VnXFhJuD5-7vXjLBJQ==&uniplatform=NZKPT&language=CHS
- [5] Chinese and foreign toy manufacturing, 2023(12):16-17. DOI:10.19530/j.cnki.1672-8564.2023.12.013. Chinese musical instrument market characteristics, demand and countermeasures [N]. Music Weekly, 2010-11-10 (015).
https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUWKRtUGmKO7ism3-jNyqe48Koj0FQ9RwyPMd0wdD64Zzb1At4EGb3V101f48bwiWywEsqesvT5A8-5JooATiLmbu-NFulYpAdzNs8nO7vyZEtOJEiHhU2ne4HO5EH-5B4_TnJUou5zM A==&uniplatform=NZKPT&language=CHS
- [6] Hunan Normal University, 2006.https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLVz06EgoxOmb2k9-DA7mQvJSXtdokVDMKCZxymbGZ6ta5aIE5qbwZyknLULOB2KIPHDusSYlp1EZCOTZQpHfNFaY2Z_Og8hP7xZzHlVsAPvLSvk0Lla-

[BjSlWp8gVpyMFJ-gKh1WdKrCQ==&uniplatform=NZKPT&language=CHS](https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXPJdRpiQPt9Ltf9yiY9GBsuvTGJZGzVabdRCN_a4x4rsdyBJg5DDOC1brsemnAz2KhbDmY7PV0o3LfNmKWFNsHW0K-gSKX7XgHQaNaBj_NQ9n9oyiP-KFIOX5fOOYzVAv40WT2daONw==&uniplatform=NZKPT&language=CHS)

- [7] Yang Jia. Research on the Chineseization of yangqin [D]. China Conservatory of Music, 2016. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXPJdRpiQPt9Ltf9yiY9GBsuvTGJZGzVabdRCN_a4x4rsdyBJg5DDOC1brsemnAz2KhbDmY7PV0o3LfNmKWFNsHW0K-gSKX7XgHQaNaBj_NQ9n9oyiP-KFIOX5fOOYzVAv40WT2daONw==&uniplatform=NZKPT&language=CHS
- [8] Wang Xiaonan. Examination of Erhu Music Style and Cultural Identity in the Hundred Years [D]. Nanjing Arts Institute, 2019. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXQsi4mLC5kdXivNqSlrROZcRok3YZmDqbCQaEvgecl3ZV3A3a3e7GvM1BAOQWG1ffVN3442jrHxmJogYMPJLyUAPGGHKzaG0PYnz77yEite2i-v6EWsejREngHbMpUKwL5onebzupLDSA==&uniplatform=NZKPT&language=CHS
- [9] Wang Jianhua. The development history of flute and its characteristics [J]. Voice of Yellow River, 2003, (03): 29. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUcogkfBYvlGrimEII-xUz2c93KNtPeUcbp5ylmI-SSqa8uwRcLasgiuZ21NQ9HYSHqz0v1WIZH9v88u_u1UJuJRozUmOhE_8FLhytlpEFOTCQO6rIhx1Kt1DDkARUG0wA=&uniplatform=NZKPT&language=CHS
- [10] Yunnan national musical instrument introduction national folk musical instrument - gourd sheng [J]. Folk Music, 2014, (03): 2. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXyFvg_WmluKAfQQFS5_hisL-x6lIREBa5NVjw3sCmbfIdzCtL-EJn-xzZpvLLtJ7KBsEx8x_UKuFA8wJdBga-sbaQLkwsLwc_VYuiN2hI4N1dttXM7UKy_3JFGP_qniRM=&uniplatform=NZKPT&language=CHS
- [11] Cai Weizhong. History of Ruan and Composition of Ruan Songs [D]. Shanghai Conservatory of Music, 2009. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXpPVn7X3KLMVghcBuDl6TjUFL0seNDTVSMLJLLcUMEGZnMvT0AUUdxlNXK4O0318zubI5eUaFyT3Sv5EO4b4t32Ipa1v5goIejoQB14_XTiIbsmkIa6JQb3QVlu4t74t_YzeK-JBLKow==&uniplatform=NZKPT&language=CHS
- [12] He Ping. Interpretation of Ethnic Cultural Connotation and Social Function of Chinese Drums--Taking Shaanxi Province as an Example [J]. Guizhou Ethnic Studies, 2015, 36 (07): 106-109. DOI:10.13965/j.cnki.gzmzyj10026959.2015.07.026. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXpPVn7X3KLMVghcBuDl6TjUFL0seNDTVSMLJLLcUMEGZnMvT0AUUdxlNXK4O0318zubI5eUaFyT3Sv5EO4b4t32Ipa1v5goIejoQB14_XTiIbsmkIa6JQb3QVlu4t74t_YzeK-JBLKow==&uniplatform=NZKPT&language=CHS

[/kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUW831wYDKVFZFNqIfiEn_xXKSblyKtaG_qutmX7RSDSHtEQmbxC9oeEjAIV06jaZriHqWNq7tnOml6Dm6y2t4ZNIkfCi_MDUoF9KWLMTjZqWwXkITnkhyJjinnRakkfVM=&uniplatform=NZKPT&language=CHS](https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUW831wYDKVFZFNqIfiEn_xXKSblyKtaG_qutmX7RSDSHtEQmbxC9oeEjAIV06jaZriHqWNq7tnOml6Dm6y2t4ZNIkfCi_MDUoF9KWLMTjZqWwXkITnkhyJjinnRakkfVM=&uniplatform=NZKPT&language=CHS)

- [13] Jiang Xiaoliang. Application of cyberpunk style in product design [J]. *Ceramics*, 2024, (01): 9-12. DOI:10.19397/j.cnki.ceramics.2024.01.026. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLWJPSX6fQm-6BNXGFAhK7DYcoY4t6OOZTFhRCr6rXYPSKG3SqSDsqGwRxrSHfxt2opGaBneiNCoaexwzZY4FSyKZF-SXYPZN1BmrHXcLtw2P2GkpVhey7EOu23fvqXBv94mAl0FdQehCA==&uniplatform=NZKPT&language=CHS
- [14] Zhang Minxing. Exploration and Application of Cyberpunk Style in Creative Work--Taking Josan Gonzalez's Works as an Example [J]. *Footwear Craft and Design*, 2023, 3 (19): 85-87. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXZUEASo6WLHzVyapTNqM8KbAedMQfHj0DvE_UJBNCYw5cSGMxiHyHOMcoPOKX0HgYplB5Gf7wW_DdSCaZNO2GfSZzbCCR8lu0bEpqk8KhHa8paila-yZ6STqoQ2MJZqRg=&uniplatform=NZKPT&language=CHS
- [15] Zou Yutong. Research on the Art and Application of Pipa in Multidimensional Perspective [J]. *Daguan (Forum)*, 2024, (02): 51-53. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXnd3_HOfV8yp6Mq0a8fACJmg5A1SAXFa61TNAMGdgGVjOLGrKHaAek4nGv5sixllnoVkfWjcgCJN08PatqkpZJ_4u8iwLDdHu2XIFhzcbYo4y0zqdeD0vd&uniplatform=NZKPT&language=CHS
- [16] Wang Zhaoyu, Bai Xiaoyi. The application of oriental culture in card game design [J]. *Footwear Craft and Design*, 2023, 3 (22): 66-68. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLVgdqrgzmZhKw8uZhCTeiJ_8ysvAlgreKvunh29nNh-UCNs5hxxssnM4dvZIZnjw2R95mC-ic1DfHrfsM8Pu2wV2AwZ0z5feMe0g6BxBzDYJ6sQ2fnr-K2c-PKON66CFULytznqgpOOvQ==&uniplatform=NZKPT&language=CHS
- [17] Hong Xiaoliang. Research on the design of table game cultural and creative products based on the culture of Beijing opera [D]. Zhejiang University of Technology, 2023. doi:10.27786/d.cnki.gzjlg.2023.000176. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXS-pOh4p3Ld2D8O6r3fro8VEeu9BQuBNLBTFLNldhGhZd6m95Zn2A0VouvixIuWLqtg-X43n2k5IM-XzRTGQsmqZkPuUHKEGv2qNs-DeuP439d9AL4wTayRGDXR7c5ET8=&uniplatform=NZKPT&language=CHS

- [18] Wang Fanjin. Intertextuality analysis of the game text of The Three Kingdoms [D]. Huaqiao University, 2019. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLV949AeTJq0gutt5LB9Ot04AUUs-ObMZjic2P5YevAVqpO3Oc53gcXCBMyc3pNaPq8XMgL-4AnGMozqbbX6O7OCZw5Ei_QU_XI619AkUy53lZY0Kp4qn1rhA-N5R0icAQCs=&uniplatform=NZKPT&language=CHS
- [19] Bai Nuan. Research on card game design based on perceptual engineering [D]. Shandong University, 2019. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLWJWeGgmz6jatK2O1_G5jPyLF6CfROOswstq-ph5ZUEBm8PolwakF0VZ0Qc4L3wcJF4sV31RbBT-o5YzjZRdp8Q_1Cy3uKYfC1ZFUwvo0p3wfQT41EgAMB6ZoyR3J1u3zw=&uniplatform=NZKPT&language=CHS
- [20] Zhang Zijian. Design and development of a card game system [D]. University of Electronic Science and Technology, 2019. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLVVvkMk4HN6nxvId9BbBbNPUNayQydJvNZGVHjI0QSov251uAYUHaAzakgcGSPjwDunwZy6AgOFIN4-f3goBYjeL998ULQPMtarnZadPqi1JD2nNjoMiIg_CD2ApRbfMp0=&uniplatform=NZKPT&language=CHS
- [21] Mei Song. Cultural significance and cross-cultural influence in Chinese saxophone musical works[J]. Comedy World (the second half of the month),2024,(03):70-73.https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUxdXyHONc4rpPIWpI04IK_tNBjMXdMBzw1kxOTB3cqHuLVQ2PptK50IF7BxW0_XVi09Dz7KSFSVFVmUokZvATi2z026NknJYD1pFEmODX6ZtpNmDSG3vFNaMp1mB4cYTk=&uniplatform=NZKPT&language=CHS
- [22] Du Yaxiong. Ruminations on the Direction of Change of Chinese Traditional Musical Instrument Combinations [J]. Chinese Music, 2022, (03): 80-84. DOI:10.13812/j.cnki.cn11-1379/j.2022.03.011.https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLXvcFYH0htIFuQWrmWNDqDaiuWjPFN7zL0-f4MoYtRyAky-F2HyaVNzg2YEnLb0Hd1q_RDytsbZJokRcdfuD-nIG5GMMiTJOy5BgbwezugPoQ_rQpB4Q189lkS6TSNPZJw=&uniplatform=NZKPT&language=CHS
- [23] Luo Yuting,Pang Zhuo. Influence of Chinese ethnic musical instruments on youth aesthetic education [J]. Culture Industry, 2022, (12): 52-54.https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLV9iKOKCBeHR_0DdyuACUOJmJnJXIOHtEYOezK4

[UYZLzuCZelO8GdEMjxXOiyzpihBUkPq70kFeePzd8ZJPdbKcNH9CqTW71tYsH5aFdjC2UTDI4_aNqXamb45KRzYEEfk=&uniplatform=NZKPT&language=CHS](https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUd1mWeifwM_OgfmYVMgV0_zccvKMgsJjf-RjR9N4kP4qox2QbKhZTjYm0vPQSNS9dRLRojkdWiyMdSYfsMFfu4n4_yvksf--PIw5fyAmsfEJK6Lpi5PtHPTVLKUoMG3QLppgoTv2IJTg==&uniplatform=NZKPT&language=CHS)

[24] Su Qihui, Gu Ting. The Fusion of Cosmopolitanism and Ethnicity-A Musical Analysis of Jiang Ying's Silk Road [J]. Voice of Yellow River, 2020, (09): 9. DOI:10.19340/j.cnki.hhzs.2020.09.007. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUd1mWeifwM_OgfmYVMgV0_zccvKMgsJjf-RjR9N4kP4qox2QbKhZTjYm0vPQSNS9dRLRojkdWiyMdSYfsMFfu4n4_yvksf--PIw5fyAmsfEJK6Lpi5PtHPTVLKUoMG3QLppgoTv2IJTg==&uniplatform=NZKPT&language=CHS

[25] Gao Yang. On the changes brought about by cultural self-confidence to the idea of instrumental reform in modern China [J]. Voice of Yellow River, 2019, (22): 12. DOI:10.19340/j.cnki.hhzs.2019.22.005. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLW8E2sZ8Xuv1U9XbgfNxxw1KsB8PViRg9py29AVfFAQSGLCqgHg4v-quPPVWv3IXXELSUifTijyNyWRHhweVo3r6_tmBJ49J7xtX_5Z4VMKKauOQ4UDHRuu5jkkieFl6S0340Jxf5gAqA==&uniplatform=NZKPT&language=CHS

[26] Deng Fanxing. Research and practice of game scene design based on cyberpunk [D]. Zhejiang University of Technology, 2022. doi:10.27786/d.cnki.gzjlg.2022.000834. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUMHpoBD9eoBYvLxHpXhSp2xulB4fkBOfo75y-EQpP7LzRyOaw4U-qR7lWk-39j3OubWLXCjlm0GNgXEUloNMzZTN3k4nHyQ98KQ2ZN3h3zGwqHj6DyIyYD7t5jWifk_IEdYDI11CwqA==&uniplatform=NZKPT&language=CHS

[27] Jia Ru. Feasibility analysis of using cyberpunk elements in lacquer painting [D]. Beijing Institute of Technology, 2021. DOI:10.26935/d.cnki.gbjgu.2021.000113. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLVRfmYgxBYXfrarSSf8BhGXy7Gj7OaP5MsyMd2Q-iVQksEQp-OKm-5EuEIyADbStGVfW9Rmqnru9mrDhpV5bs-UdTJO6AzpWU9E9DDn0H6n6LTNLolXe5vb_s9V7In6uuTDd0nlrepURA==&uniplatform=NZKPT&language=CHS

[28] Chu Yihuan, Wang Duyi, Lu Changran. Playing board game "doing" porcelain--Jingdezhen porcelain theme original board game design [J]. Middle School Technology, 2022, (24): 28-35. https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLWKs9M5X2NQIEex3tqp_-xhAcpjbJHDTxoWI7rb6XsKDawL3l2UXoS9_QYxtGuek9wBE9

[iDh0-n3S6xNXNhm4fGWHlvLXrhof6hnG9ZIXcpkZgoMFUFgIzn46k7Jy4n_cUYw_JiFjaNQ==&uniplatform=NZKPT&language=CHS](#)

[29] JING Zhiqiang,HUA Jinmu. A Modalistic Explanation of the Discourse Functions of Online Game Popular Discourse--Taking the Online Table Game "Three Killings" as an Object [J]. Bilingual Education Research, 2022, 6 (03): 15-22. DOI:10.13953/j.cnki.syjyyj.2022.03.002.https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLUkpzkfRe_cKcCFpLQT43c5T7jT3SrUw_ZEPEk0VhB_3Tr95s7xyt3_yPIJM-qNONZbU_Yas-CbepSKZ8Vk-eouyeBsMQZMS5SKO7xzfFHpv_UL7szJxVUSGUNTq6-0xhNU4OpbQH5STg==&uniplatform=NZKPT&language=CHS

[30] JING Zhiqiang,HUA Jinmu. A modal interpretation of the discourse function of online game popular discourse--Taking the online board game "Three Kingdoms" as an object [J]. Bilingual Education Research, 2022, 6 (03): 15-22. DOI:10.13953/j.cnki.syjyyj.2022.03.002.https://kns.cnki.net/kcms2/article/abstract?v=C_qHzaiysLVCfWMI3UH2s2k4HKreRZKP5jjoQIN5juDZCS3EcdV4TpmG_tAf5-zXh_QLMGdPX_4de0f8LZXxfcsMnac6Kg3PXnpfQ2rM1L7--2tR9hm3a5S4yh9VnvqEfIa5K3TpvQg=&uniplatform=NZKPT&language=CHS

Appendix A



Fig. 1.1. Changes in China's board game market size, 2014-2020



Fig. 2.1. leaf litter



Fig. 2.2. Whist playing cards



Fig. 2.3. Magic the gathering



Fig. 2.4. Ceramic Ocarina of the Shang and Zhou Periods



Fig. 2.5.China's GDP per capita, 2017-2023



Fig. 4.1.Flaming Fighter Character Card Design



Fig. 4.1.Bright Moon Swordsman Character Card Design

Appendix D



Fig. 4.1.Green Dragon Envoy Character Card Design



Fig. 4.1.Thunder Healer Character Card Design



Fig. 4.1.Iron Arm Wielder Character Card Design



Fig. 4.1.Ice Heart Piano Player Character Card Design

Appendix F

Fig. 4.2. Flute Resonance: discard two hand cards to regain one air (equipped)



Fig. 4.2. Erhu Rhapsody: can be made to devour continuously (equipment, can be kept, if the player sells it can return one air)

Appendix G



Fig. 4.2. Drumming up the blood: this player can lose one air from himself, and other than the reorganized team members, other players will lose two airs (only once)



Fig. 4.2. Pipa Melody: whole group this round, doubling the kills (one set)

Appendix H



Fig. 4.2. Qinyun Healing: heals teammates/self (back to one air, one game)



Fig. 4.2. Ruan Yin Shield: shield yourself from the next round of damage (can only stay for

one game)

Appendix I



Fig. 4.2. Suona Calls the Wind: Judgment card (if the next card drawn is not true air the player judged pauses the round)



Fig. 4.2. Bronze Cymbal Shocker: can make the designated player pause for one round

Appendix J

Fig. 4.2. Shawnee Dodge: dispenses with one round of attacks (whole group)



Fig.4.2. Yangqin Dream by Dream: Judgment card (if the next card drawn is not a musical air the player judged pauses for a round)

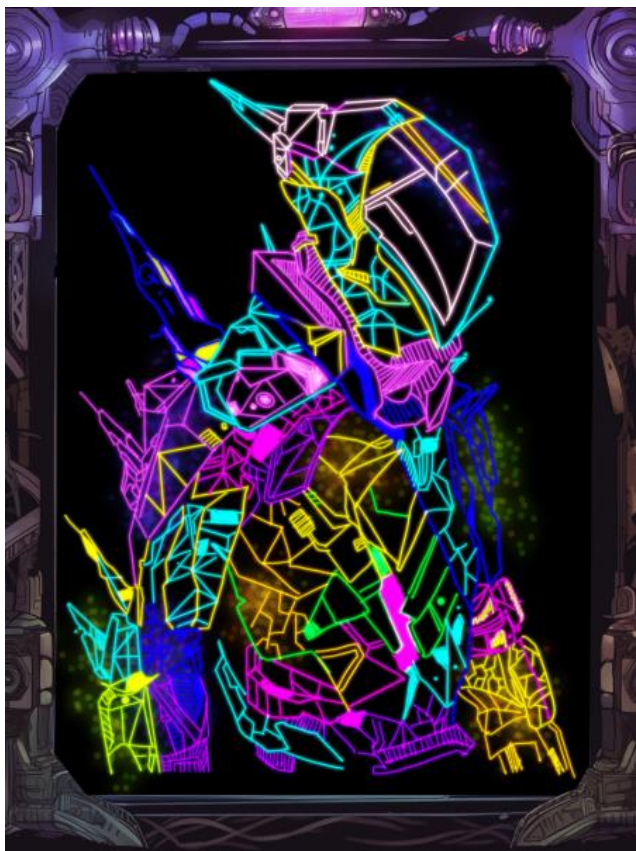
Appendix K

Fig. 4.3. Armor Breaking Strike: Recycle all the equipment tiles in the room into gold coins and return them to the player.



Fig. 4.3. Lightning Transience: enemy attacks plus one for your own attack distance
(equipment)

Appendix L



Fig. 4.3. Nature's Fury: All people's air is reduced by one



Fig. 4.3. Sneak Peek: Learn an equipment card (three rounds)

Appendix M



Fig. 4.3. Forbidden Curse: Judgement card, if it's a Cyber card, designate a player to take all of his/her equipment cards.



Fig.4.3. Back in Time: Playing Cards in the Opposite Direction

Appendix N



Fig. 4.3. Thief: can steal enemy gold in



Fig. 4.3. Guardian of Light: the one with the least air plus one

Appendix O



Fig. 4.3. Bandit: can loot any piece of enemy equipment in the



Fig. 4.3. Endeavor: everyone discards two cards from their hand

Appendix P



Fig. 4.4.Card Back Design



Fig. 4.5.Logo Design



Fig. 4.6. Poster Design

Appendix Q

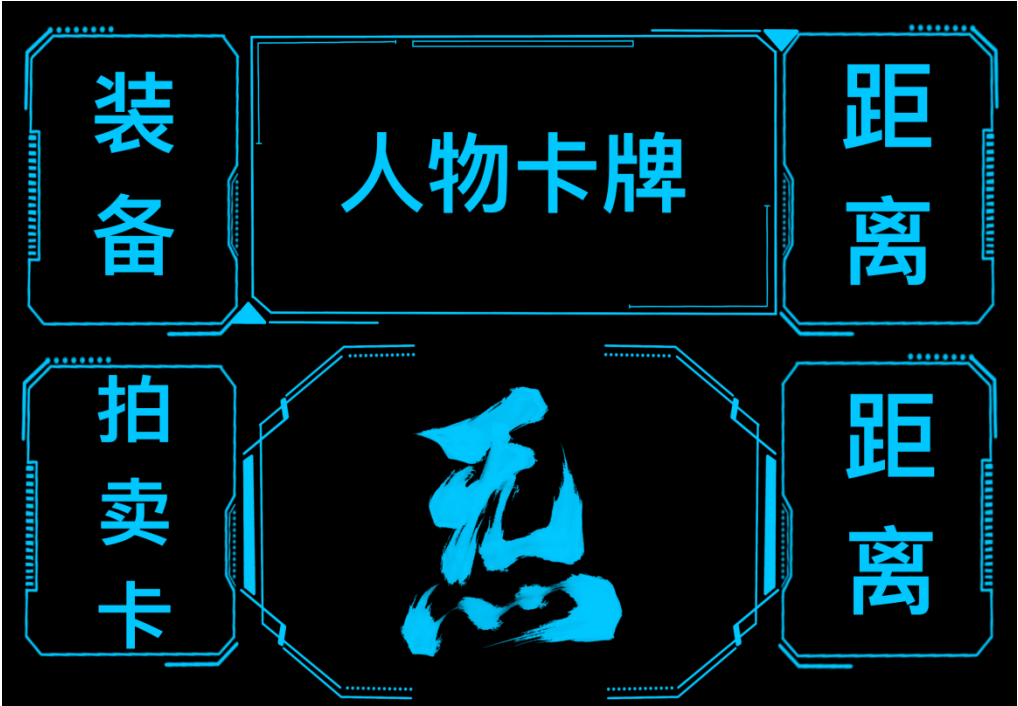
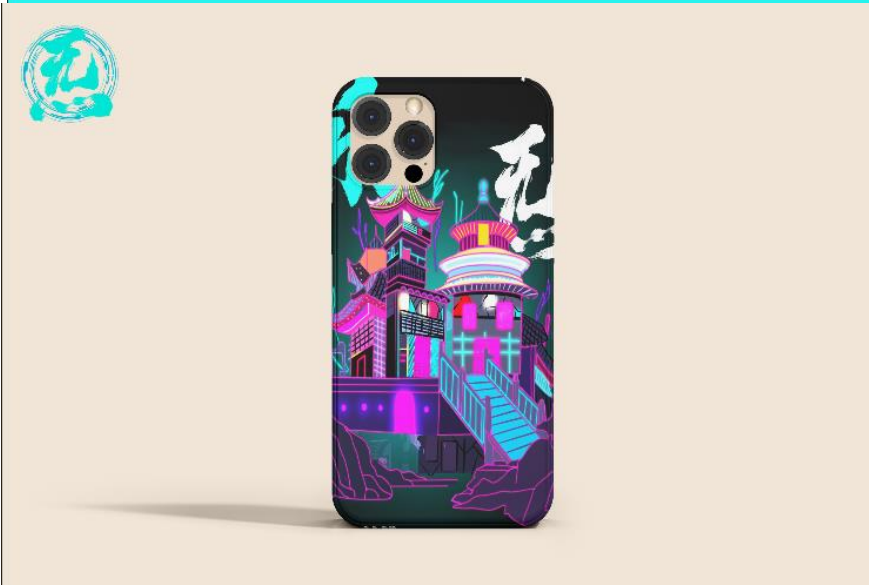
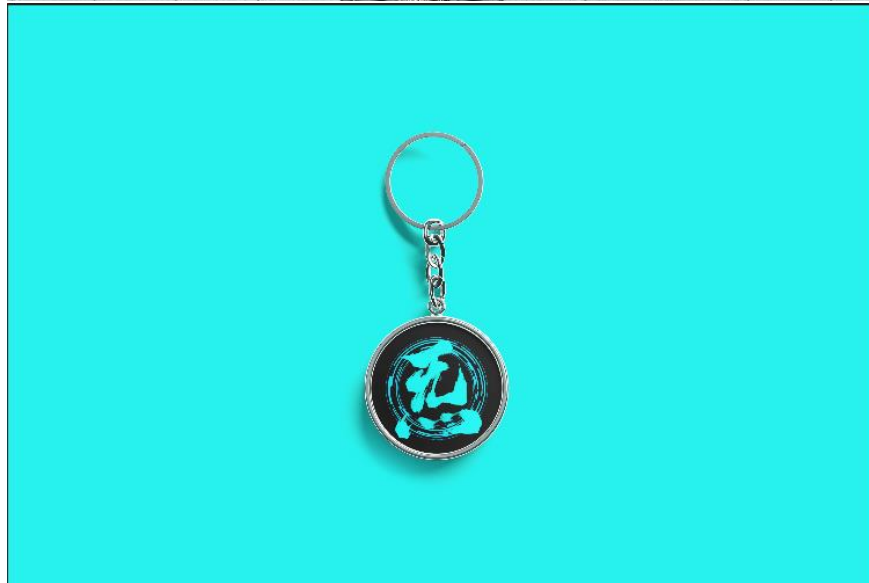
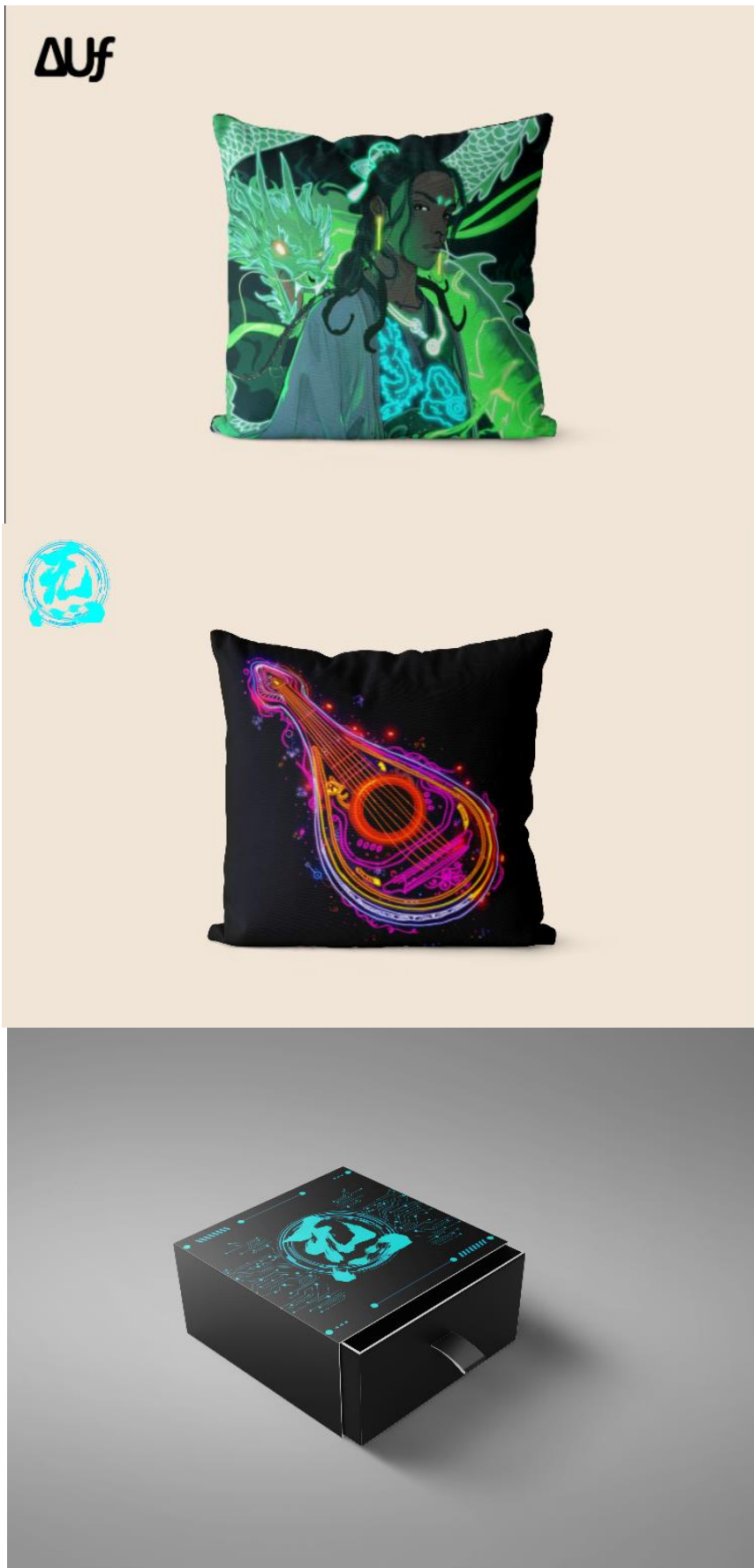


Fig. 4.7.Game Tablecloth Design



Fig. 4.8.Game Package Design







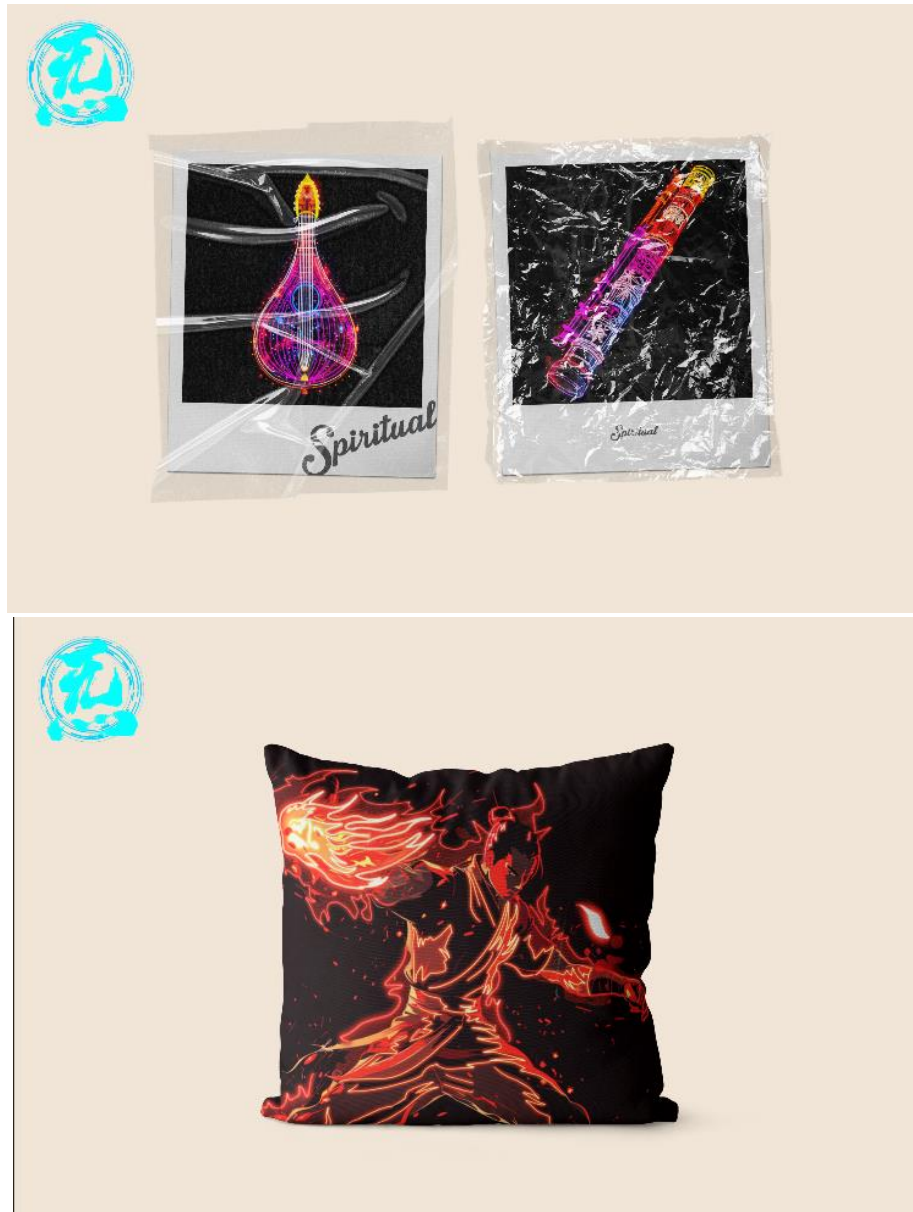


Fig. 4.9.Cultural And Creative Design