


1960: The making of the president

Duration:	120-180	min
Number of players:	2	player/s
Materials/ Tools needed:	boardgame	
Publisher:	GMT Games	
Game Designer:	Christian Leonhard Jason Matthews	
Language	ENG	
Links:	https://boardgamegeek.com/boardgame/27708/1960-making-president/credits	

Type of game:	Main topic:
<input checked="" type="checkbox"/> board <input type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other:	Presidential elections

Short description/ Goal of the game:	Image:
<p>In 1960: The Making of the President, you take on the role of one of these great protagonists vying for the right to lead his country into the heart of the Cold War.</p> <p>You play either Nixon or John F. Kennedy and try to win the sympathy of the media and the population while dealing with unexpected events.</p>	

Educational value/ Learning Objectives:
<ul style="list-style-type: none"> • Political education - play as a runner for president and try to collect votes and try to win the sympathy of the population. • America studies - the play board is the map of America the play cards show all kinds of American and geopolitical events that you have to respond to as a presidential candidate.

Recommendations for use:

Pro's & Contra's:

- this is a tough game to learn and it takes time to play
- + all the cards contain original footage and therefore this game is really a dive into history.

Notes & More Pictures:

