

## Personas

We focused on the "Behaviors" category to better understand the ages at which children show interest in digital games. What specific elements of the Toolkit were selected for collection? Why are they relevant to your project/product?

We conducted observation sessions using information provided by the teacher from observing the children as they played with the prototypes to determine their level of interest in the game and their knowledge of their use of electronic devices. We determined the number of times the children wanted to play again and the number of times they needed the rules explained. We noticed that many children lost interest in long explanations, which helped us determine the type of tutorials we would implement in the digital version. (A curious but impatient 7-year-old boy helped us focus on designing game mechanics that teach by doing, using interactive elements and minimal text. Instructions were replaced with animations.