

## IMD019131: Design crit template

### Group critiqued (not your group):

A

### Brief description of the designed artefact:

The designed artefact of the Group A is to create a game that will stimulate being inside a processor of the computer. The game itself will require some thinking and it will challenge its users to overcome hazards and to reach the desired goal.

The rules of the game are pretty simple and clear. The player is put inside a maze that in colours will be similar to processor which are green and blue. Then, the player will have to make it way out to the other side of the maze, overcoming hazards such as viruses, electric barriers and key locked gates. After the user is successful and has reached the goal, they will move on to another level.

### What are the apparent aims of the designers?

The aims of the designers is to teach teenagers and potential students that are interested in computer hardware about what's inside their computer. However the main objectives of this game is to make players drawn into game and the virtual reality. Also, the players are expected to conquer the challenges the game has for them and to use their brain effectively and efficiently to complete levels after levels to successfully complete the game.

### Who will use/experience the artefact?

It doesn't really say that much about target audience as the only audience it is aimed at, are teenagers interested in computer hardware.

### What does the design expect of its users? For example... are they active or passive, personalisation, learning, emotional responses...

The game expects its users to feel immersed into the game and be active when playing the game. While inside the game, the players should forget about reality and only focus on their desired goal which is to complete the level they are on and move

onto the next one. However I don't see how the player will learn about what's inside a computer as the place he/she will be trapped is a maze that would be similar to a processor and that's the only place the game will take place. Also just by playing the game, I think that the player will not learn that much therefore I think that adding some information about the processors, will be useful.

**Where relevant, how far are the following qualities achieved in the design: elegance, efficiency, usefulness, fun, transparency, seduction, surprise, social potential, stimulation, immersion, support for individual or group identities...**

The overall design of the maze looks professional and well thought through. Also the controls seem pretty comfortable and easy to understand. The users that will play the game will definitely have fun and the social aspect is there thanks to changing the character face option with an own photograph.

**Relationship to comparable artefacts and style influences?**

I think one of the relationships this project has, is that it is a different version of Pac Man. This game is different, as instead of looking at a Pac Man from the top being chased by little ghosts and collecting coins, the player here can play the game from a little bit less opened perspective, only seeing what's in front and on the sides, trying to find his way out while coming out across different obstacles the game has prepared for them.

**Considering the above aspects, how far is the design successful? What improvements can you suggest, including improvements to project management?**

I think the project looks very well organized with a fantastic project plan that is very informative and has a lot of potential to become successful. The idea of the game is smart as it is being tricky and fun at the same. It can bring a lot of young people from different backgrounds and open their eyes on technology and direct them to study computer hardware. The design itself, connected with the colour scheme is

wonderful as it replicates the inside of the processor and the feeling of being inside a processor is definitely here. I also think the option of customising the character face is on point as it will make players more interested and keep them entertained while playing.

For improvement I think that the chosen colours could be a little less saturated as when they will be combined together, there will be so much contrast that it will hurt the player eyes and it could be a little too bright. I also think that if it is going to be an educational game, it should have a little bit more information about the processor and the computer itself.