

### **Team Producer**

Used previous game design experience to streamline ideation and iteration, since all other

Kept team organized and on time with deadlines

# My Contribution:

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· Ideation + Iteration – brought my own ideas and tried to keep our iteration grounded in the

### original transformational goal

Research – connected research on mirror neurons, physical activity, and vulnerability to

### design decisions

### teammates were new to game design

### might not catch

User Testing – I usually like moderating playtests and observing things that the notetaker

Helped write manifesto on good Sleepy Game Design (abstracting experience)



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# **Project Overview:**

Part of the Sleepy Game Design research group.

User group: people sleeping in the same room for the first

## time (e.g. friends on vacation)

vulnerable in front of each other.

## Gameplay: Leader performs task with challenge, followers

## Goal: Make players closer and more comfortable with being

## mirror as a joint body





