







Mirror Images:



MyContribution:

Designer

teammates were never to game design

and previous game design experience to streamline ideation and iteration, since

~~Kept team organized and on time with deadlines~~

idea on iteration - brought my own ideas and tried to keep our iteration grounded in the

Team Producers



original transformational goal

Research—architectural research, physical activity, and vulnerability

Testing - usually like modeling playing things that are

Helped write good Sleepy Game Design (abstracting experience)

might not catch on

Autnor

Lessons:

Sometimes the hardest part is removing components, once they're already in the design

But this is often the step before a big breakthrough in transformational experience

- Takes effort to simplify designs and lower cognitive load

For the Manifesto, I had to abstract from my experience in Sleepy Game Design and also

disrupts with other designers to come up with general principles

- Both of these are important, but the second one is easy to forget

Learned difference between identifying what elements **make a game work**, versus what

It was important to **first playlist** without talking about decisions, to get more data on

As a team we often presented where we were in the design process to the rest of the lab

deciSionS

how users interact with the game

Representation/Feedback:

approaches made the design process work

Then, it was important to combine the lab's feedback with our notes to make design

My approach to using feedback is choosing the pieces that resonate and also lead to

design decisions that stay grounded in the transformational goal/user group

Brush hair



Recommended Bodypart

2, 3, 4, 5, 7

Brush teeth



Recommended Bodypart

2, 3, 4, 5, 6, 7, 8

Cat and cow



Recommended Bodypart

1, 3, 4, 10

Make the bed



Recommended Bodypart

2, 4, 5, 6, 7, 10

Unleash your shoes



Recommended Bodypart

1, 2, 3, 4, 5, 6, 7, 10

Wash your face



Recommended Bodypart

3, 4, 5, 6, 7, 10

Remove makeup



Recommended Bodypart

2, 4, 5, 6, 7

Stretch and Yawn



Recommended Bodypart

4, 8, 9

Meditation pose



Recommended Bodypart






1, 2, 3, 8, 10

Facial massage



Recommended Bodypart

2, 3, 4, 7, 8, 10

No Bent Knees	No Bent Elbows	No Open Eyes	No Bent Fingers	A leg leave ground
 1	 2	 3	 4	 5
No Arms	No Use Hands	Mouth No Sound & No Open	Neck No Turn Head	Waist No Bent Waist
 6	 7	 8	 9	 10

Jumping jacks	Jumping on one foot	Sit on the floor while doing activity	Upside Down bending at water	Singing
				
Do a Split	While holding your breath	Lunge	Wall sit	Spinning
				