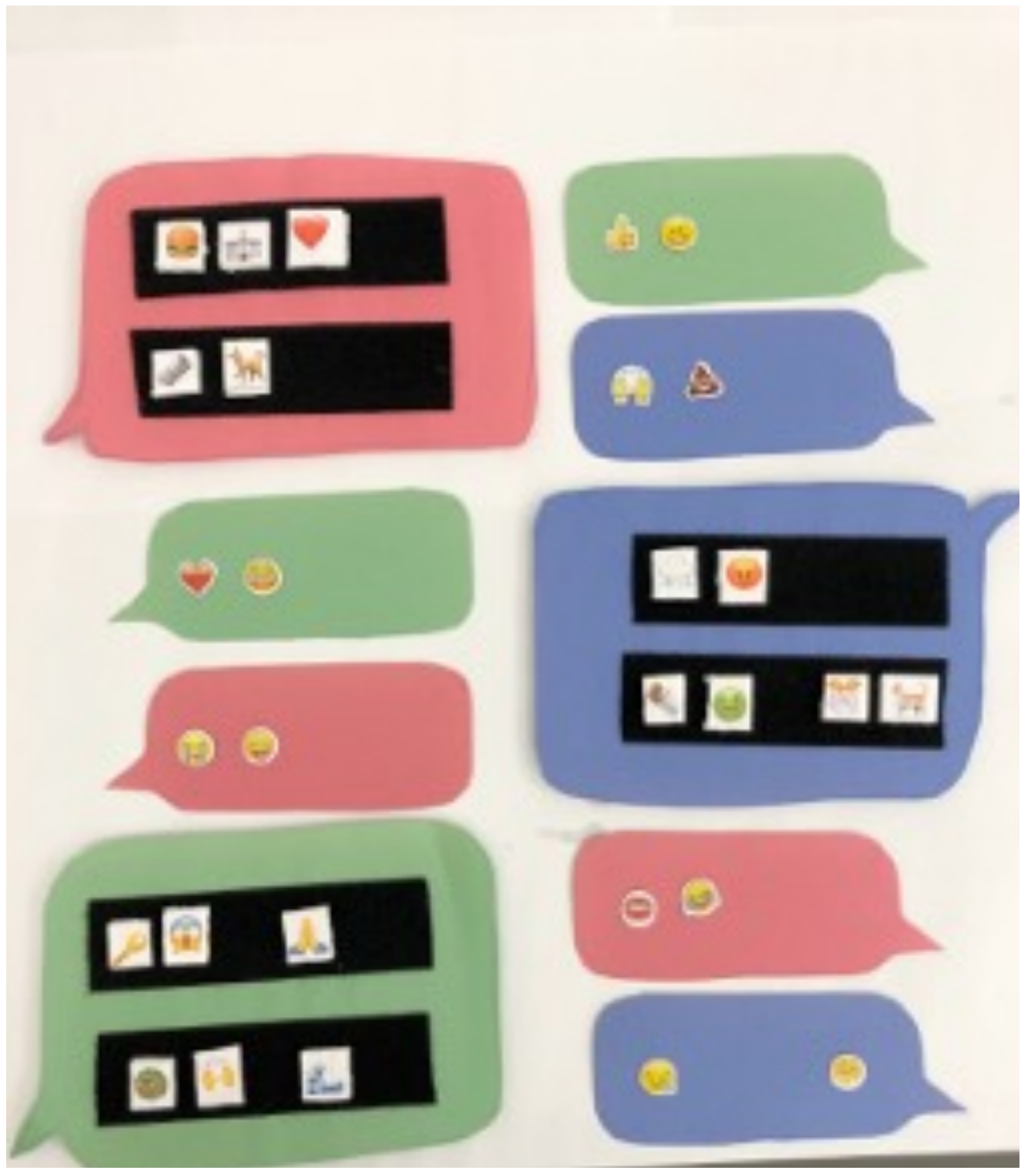
Good Night

Magnetic Fridge Texting



Project Overview:

Part of the Transformation Game Design Class

User group: Night shift workers and their families

less overlapping waking hours

Goal: Enable meaningful conversation between families with

board, and other users react to their message. Ambiguity

Gameplay: Users explain day using emojis and physical

clarified in person

My Contribution + Key Team Efforts:

Pop-up Research *

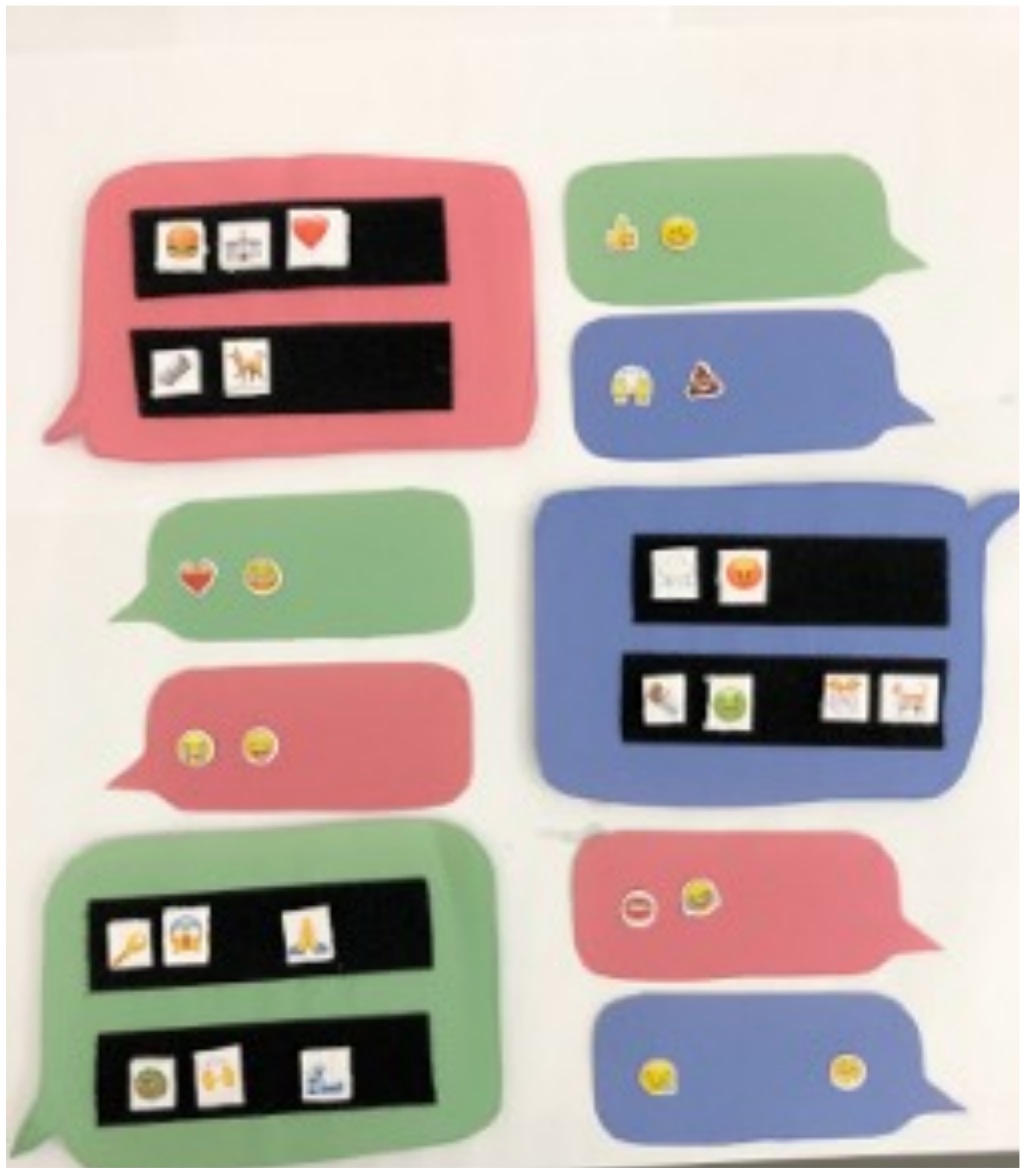
Helping moderate user testing

Developed what it means to use ambiguity effectively *

Simplifying features of game based on feedback

Keeping project grounded in transformational games

Rapid physical prototyping *

Creating deliverables that explain our game, design process,

and connection to theory