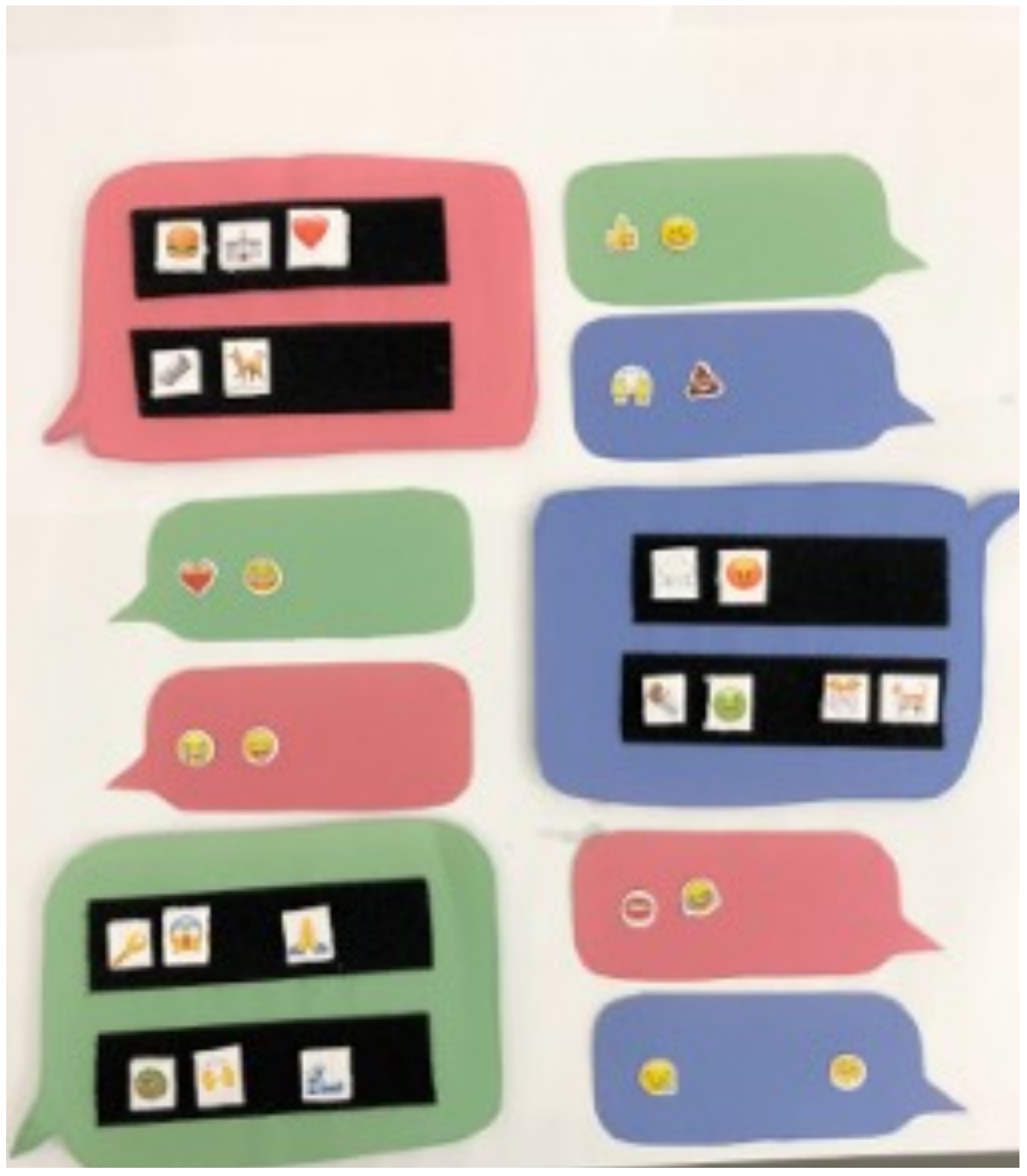
Good Night

Magnetic Fridge Texting



Pop-up Research *

Keeping project grounded in transformational games

My Contribution + Key Team Efforts:

Developed what it means to use ambiguity effectively *

Simplifying features of game based on feedback

Helping moderate user testing

Rapid physical prototyping *

Creating deliverables that explain our game, design process,

and connection to theory

Lessons:

A good starting point when looking at user testing is to see which

understands

modalities confuse the user and which ones the user intuitively

likely vice-versa) can be an effective way to engage users from the

Bringing familiar aspects from the digital to the physical world (and

get-go

overwhelming factors such as a time-limit or an overwhelming

Giving a user creative freedom is good as long as you avoid

breadth of options

As a follow-up to the above point, don’t make the user organize

things in their head, have the interface be organized intuitively for

them