Implement Your Concept II

After having received feedback through group discussions, user evaluations and presentations, our focus was to further develop our concept to what was expected from others while keeping the main idea of creating a ‘serious game’ set in the back of our minds. As a result, based on the given feedback the team analyzed came up with ideas and implemented many adjustments comparing each to the previous versions of the concept to check whether the feedback given was being interpreted and implemented properly. Feedback was given upon the visual aspects, control keys, tone and instructions. Overall, we were able to follow the implementation plan that was set up as a group pretty well, with little to no deviations. By thoroughly planning ahead and preparing realistic yet disciplined deadlines, the implementation of the project went by even more smoothly than was anticipated.

To create a game-like environment, thus playful with a number of visual effects the team decided to add in a few visual aspects. First, cartoon entities of a police officer were added to act as the “guide” throughout the game with the usage of dialogue boxes to allow the player to engage with the character. Secondly, to extend the characteristic of progress in gamification, a game map was created to display various levels that the player would have to go through to reach the end of the game. The intention behind these implementations were created to provide the player a progress check and to challenge the player to finish the game. Finally, to further develop the game a progress bar was created for each level, in order to notify the player how far they were throughout the stage. This progress bar used a police car to allow the player to immerse into the character as a police officer. Illustrating that they were the police officer in the police car, displayed in the progression bar going to the next location that was displayed on the map. In comparison to the previous version, these visual effects had created a playful and engaging environment for the player, thus the implementation was a success.

To increase comfortability for the players the game buttons had been adjusted to allow the players to play with one hand instead of two. The new keys were [A] and [D], because these keys are the most common keys used in giving direction and close to each other, thus easily accessible for the player. As a result, these keys were decided upon with the base thoughts of memorability and learnability. To improve clarity, MacOS buttons were also implemented with hover feedback, in the hope of being able to improve feedback to the user when interacting with the app.

By providing clear and through explanations the player would be able to understand the game in more depth, thus making less mistakes during the gameplay. Therefore, to allow the player to fully understand the instructions a thorough explanation was provided, to prepare them for the game. To create a more playful, but still serious atmosphere during the game certain words were edited to keep

up with the desired expectations of what the player would have when playing the game. This was implemented, in order to not let the player feel blue, because of playing the serious game.

Attached is an Adobe XD file with our final prototype implementation of the serious game task. By hovering over to the top right of the screen in Adobe XD (starter plan is free to download and use) you can run the desktop preview of the "flow" as it's called and click through the prototype application. In most cases you will simply have to click on buttons, in other cases you are requested to press keyboard buttons, as explained on the screen.

The final implementation includes a start screen where the race/ethnicity-bias game ("*Pride&Prejudice*") can be selected. Login functionality and other games have been added for aesthetic purposes and to add to a more believable experience, but it is not needed for the serious game implementation. From there on there is a game introduction, explanation of the map and levels, as well as the actual game itself with a score screen and finally the "bias estimation" at the end. The score is not actually calculated based on results, but is simply a placeholder in this prototype. One of the five levels is implemented, as this sufficiently shows the functionality of the UI and more levels would only be repetitions of interfaces that were already visited previously.