# STEP 0 - PRELIMINARIES

Test name: Group Communication Observation

Assigned to: The students on the university AAU Create outside of the Medialogy line in different semesters. We outline that we don't want university students from the medialogy line, since we go on that university line, and we want to gain this knowledge as neutral as possible

Duration: This test will go for about a work week, since we research the working environment of students

Deadline: end of week 44.

# STEP 1 - HYPOTHESIS

We believe that…

It is possible to reinforce communication from the start of the workday, with an activity, specifically a game, that forces communication between the students.

# STEP 2 - TEST

To verify that, we will…

Conduct an observational test over the test groups communication environment and at specific activities after a morning activity, this activity will be based on the game “Keep talking and nobody explodes” where the central focus of the game is to get a team 2-3 players to communicate between each other. there will be switched between the teams in the groups between the 2 rounds played.

this will then be followed by a 30 min observation then an evaluation. This will repeat on the end of their schedule of the day, where we again observe and evaluate how this activity has impacted their communications within the group.

we will also have 3 kinds of groups, we have a control where the group is not set on playing a game and can do what ever they want, the other is where they cant play anything in the morning and the third is where they play the game every morning.

# STEP 3 - METRIC

And measure…

communication diagrams and evaluations of the communications

# 

# STEP 4 - CRITERIA

We are right if…

1. That the communications diagram over the test group that plates the game seems to create a more cohesive/unified communications environment. (everybody seems to talk to everyone)
2. If the evaluation of the implementation of “keep talking and nobody explodes” has a positive impact on how much the group communicates / willingness to communicate.
3. 3 if the evaluation shows that implementing the game is feasible / possible in the current context / with the current parameters.

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# STEP 0 - PRELIMINARIES

Test name: Group Communication Observation over our paper prototype

Assigned to: The students on the university AAU Create outside of the Medialogy line in different semesters. We outline that we don't want university students from the medialogy line, since we go on that university line, and we want to gain this knowledge as neutral as possible

Duration: This test will go for about a work week, since we research the working environment of students

Deadline: end of week ??.

# STEP 1 - HYPOTHESIS

We believe that…

It is possible to reinforce communication from the start of the workday, with an activity, specifically a game, that forces communication between the students.

# STEP 2 - TEST

To verify that, we will…

Conduct an observational test over the test groups communication environment and at specific activities after a morning activity, this activity will be based on the game “Keep talking and nobody explodes” where the central focus of the game is to get a team 4-6 players to communicate between each other. (or a paperprototype of our game).

this will then be followed by a 30 min observation then an evaluation. This will repeat on the end of their schedule of the day, where we again observe and evaluate how this activity has impacted their communications within the group.

we will also have 3 kinds of groups, we have a control where the group is not set on playing a game and can do what ever they want, the other is where they cant play anything in the morning and the third is where they play the game every morning.

# STEP 3 - METRIC

And measure…

communication diagrams and evaluations of the communications

# 

# STEP 4 - CRITERIA

We are right if…

1. That the communications diagram over the test group that plates the game seems to create a more cohesive/unified communications environment. (everybody seems to talk to everyone)
2. If the evaluation of the implementation of “keep talking and nobody explodes” has a positive impact on how much the group communicates / willingness to communicate.
3. 3 if the evaluation shows that implementing the game is feasible / possible in the current context / with the current parameters.

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# STEP 0 - PRELIMINARIES

Test name: Group Communication questionnaire

Assigned to: The students on the university AAU Create on different semesters.

Duration: This test will go for about a whole week, so as many people can answer the questionnaire in a timely manner.

Deadline: end of week 43.

# STEP 1 - HYPOTHESIS

We believe that…

Learning how and what factors cause communication problems and conflicts in a team setting.

# STEP 2 - TEST

To verify that, we will…

conduct a questionnaire through SurveyXact that puts into question how the resolve/prevent communication conflicts, what they do to make a good communication environment, If there is any difference between the semesters, what do they constitute as good communication, do they communicate in open or closed mode, group contract, when in their project process and more in relation to our chosen problem formulation

### test questions:

# STEP 3 - METRIC

And measure…

Analysis of the responses

# STEP 4 - CRITERIA

We are right if…

The respondents have a significant lack of communicative still/experience in an open mode environment.