User / target audience

- 18- to 25-year-old students
- Pursuing higher education
- Biology, chemistry, computer science

- What games are popular with this audience now?
- How do games cater to this audience now?

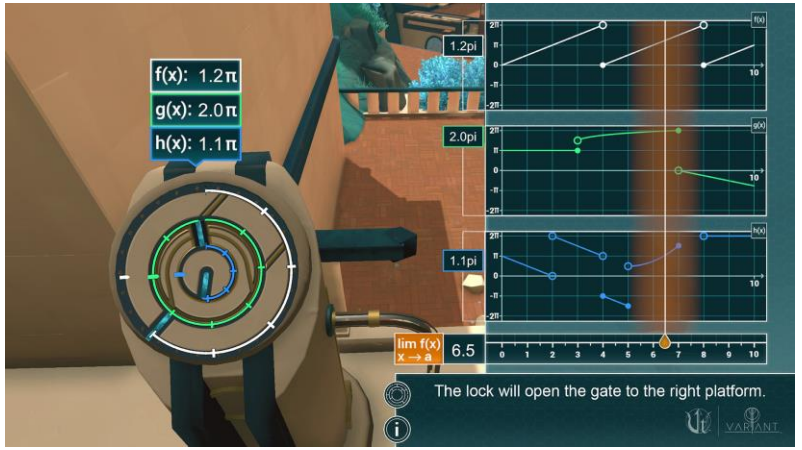
Game Actions

- Interface/inventory of nucleotides (ATGC) – collect and combine then bring into the world to solve puzzles
- Interacting with hint system
- Macro navigation of islands
- Move/control player avatar – micro navigation
- Before/after quiz – user testing

Variant Limits - Triseum

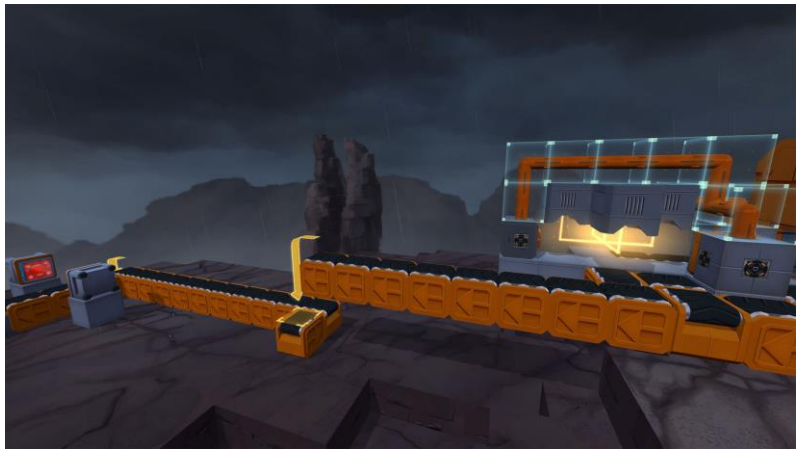
- Interface
- World Design
- Graphical Style
- Avatar
- Companion

- Request a demo?



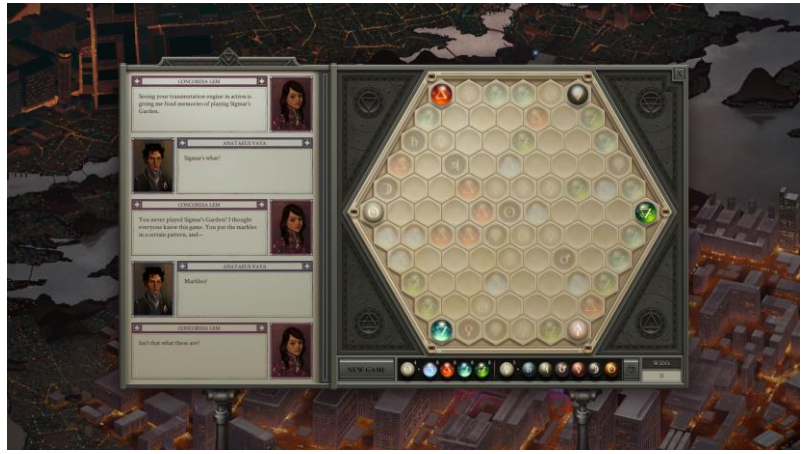
Infinifactory - Zachtronics

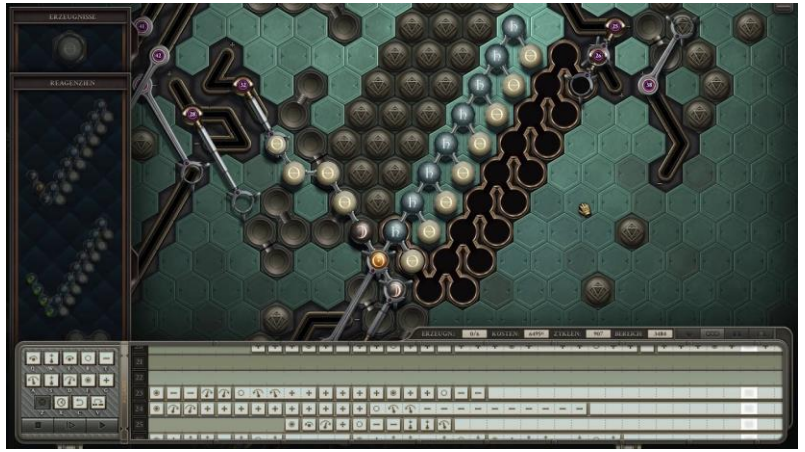
- 3D Puzzles based on combining component parts
- In-world interface
- First person camera and controller



Opus Magnum - Zachtronics

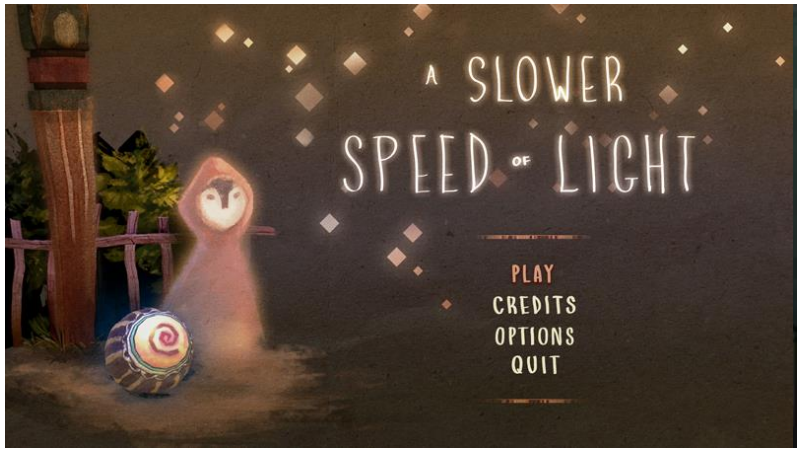
- Abstracted interface
- Building complex machinery
- Fantasy/steampunk theme
- Histogram results – compare between players

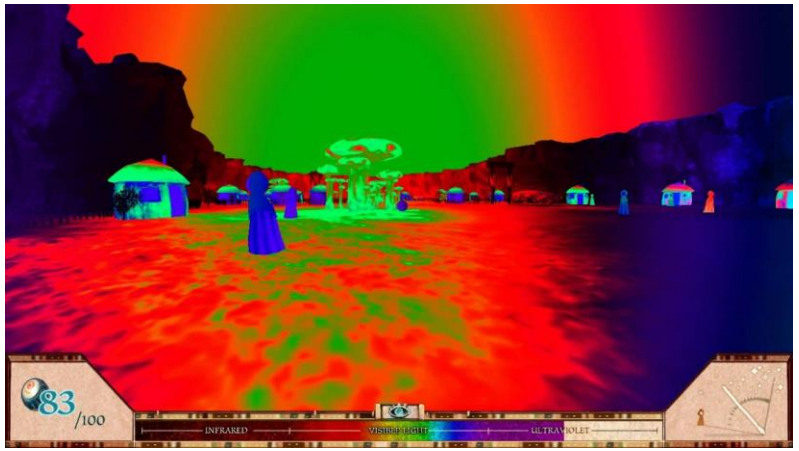


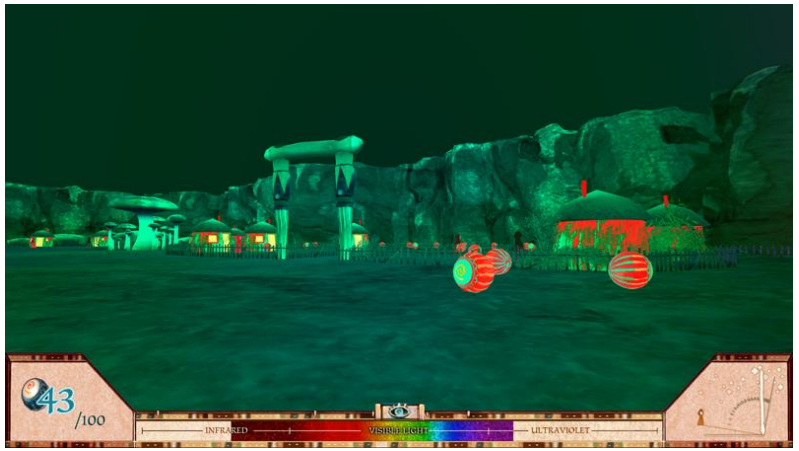


A Slower Speed of Light – MIT Game Lab

- Shaders used to visualize concepts
- Title screen concept
- Teaches complex physics theories



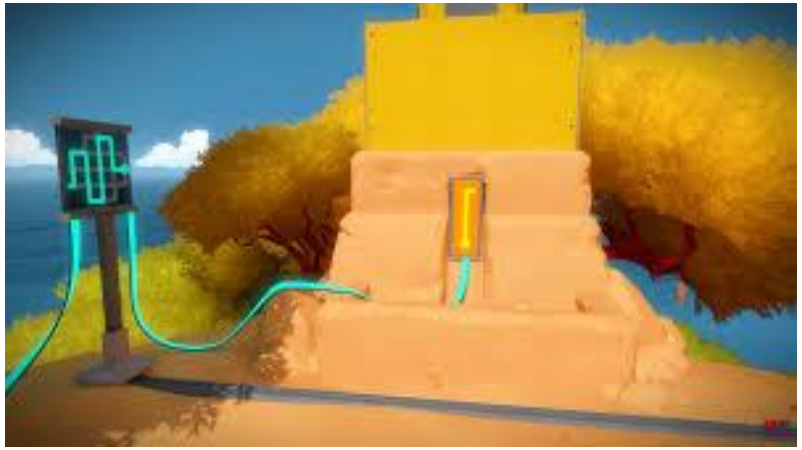




The Witness – Thelka Inc.

- Context for puzzles
- Environmental design
- Macro navigation
- Graphical style

- Player motivation



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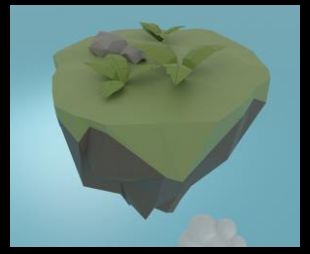
Bowser's Kingdom
Bowser's Castle



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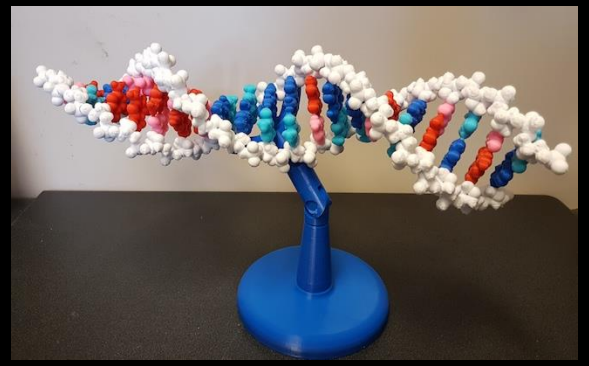

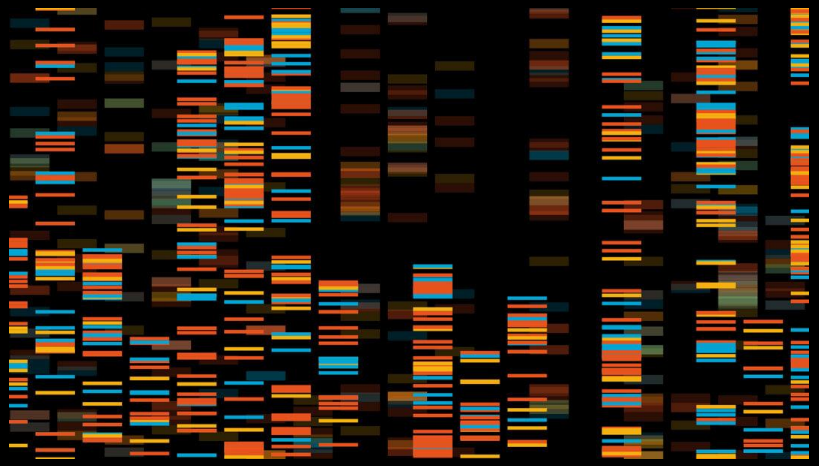

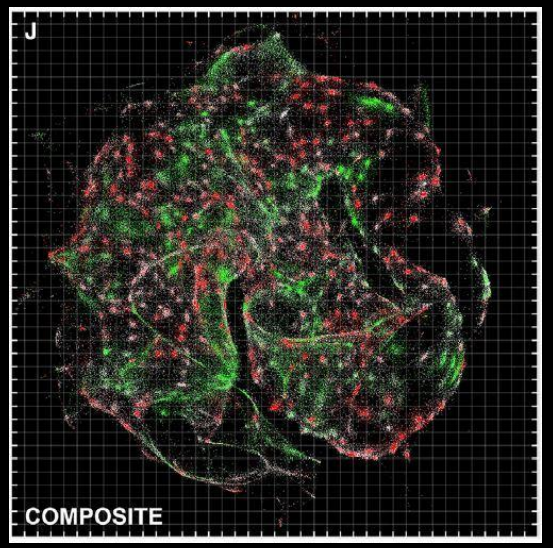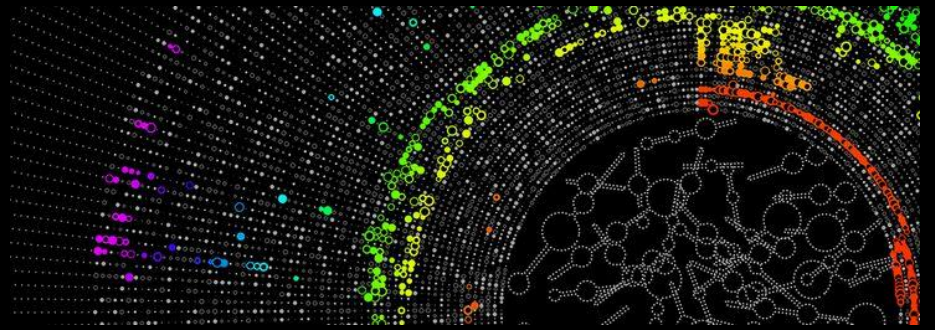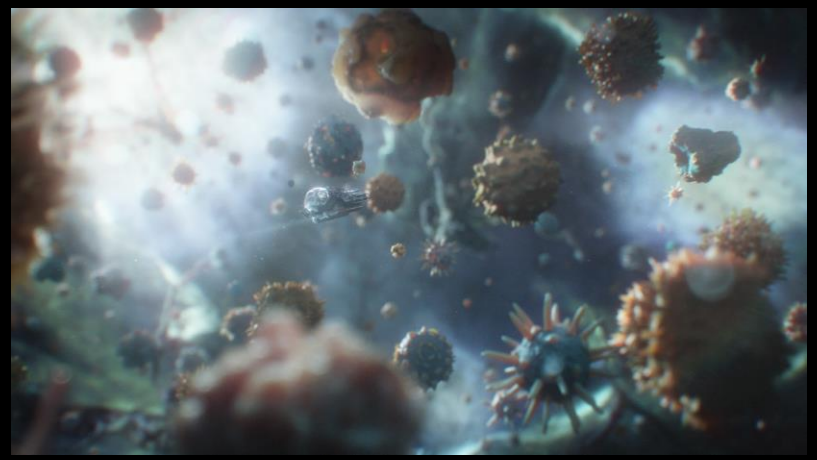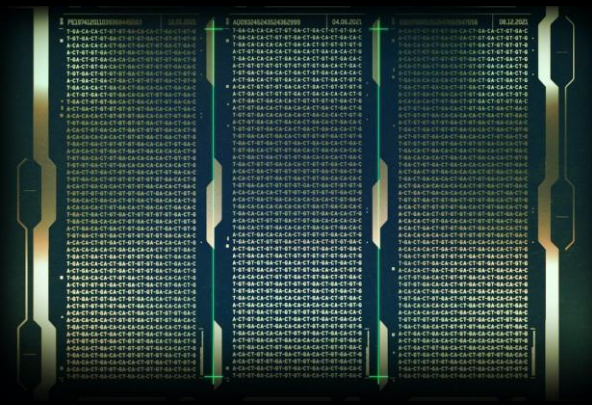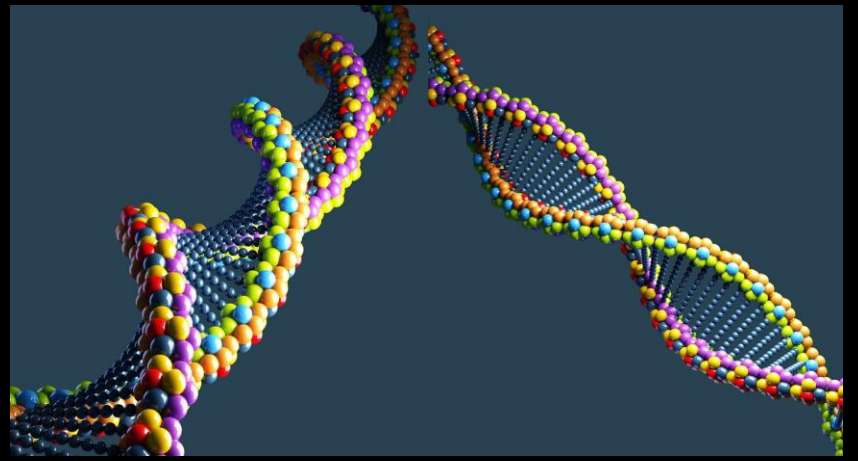
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