



# PLANT

## B U D D Y

- k n o w   y o u r   b u d s -

# 01. The Game

Plant Buddy

→ How does it work?

# Use Cases



## Learn

Learn the flora of a certain biome



## Pick up

Different plants and get information about them



## Multiplayer

Competition who finds certain plants first

# 02. Progress

→ What have we accomplished so far?

Test Scene  
in a Forest

3 plant models in  
blender

Movement  
and grabbable  
objects

# 03. Research

- What are our research questions?
- What is our procedure?

# Research Questions

Does the user learn something?

Does the user have fun?

Is the difficulty fitting?

Is the content suitable?

Does the movement feel alright?

Do the user-actions feel natural?

# Procedure

Ask users questions about the plants tested in the study

- How does the plant look like?
- What effects does it have on the human body?
- What is the scientific name?

Let user play the game with the goal to find x different plants

Ask the same questions again and see if the user improved

Ask questions about usability etc



# Procedure: Quantitative Measurements

„Score“ in the two knowledge tests  
Time needed to complete the game  
Lickert scales for the usability questions

THANK  
YOU