1. **How many players will there be?**
   1. 2-4 players
2. **How long should the game be?**
   1. 30-40 minutes
3. **What choices will the player make, and when will they make them?**
4. **How will the player make these choices?**
5. **How will one player's choice impact the other players?**
6. **How will the players interact with each other?**
7. **Are there any choices that can be made by one player, but not by the others?**
8. **How does the game progress? Is it strictly turn-based, or is it in rounds with phases?**
9. **What actions will the player be able to take?**
10. **How will the outcome of an action be determined?**
11. **What is the player's goal?**
    1. Get a friend the “help” they need in time
12. **How can the player win?**

**Final Project Paper**

* **Abstract** – 250 words or less about your project
* **Motivation** – what inspired or drove you to this idea?
  + Lost multiple friends to suicide after struggling with depression
* **Design Question** – what is the design problem(s) you are trying to answer?
  + Easy to talk about topic after playing
  + Create conversation
  + Reduce fear of research facts about depression
  + Meant to solve a problem or just engage conversation?
* **Concept** – In 1-2 sentences describe the problem, audience, and solution you are proposing.
* At the same time, stigma endures. Almost 20 percent of the public consider the illness a sign of personal weakness and 23 percent would be embarrassed to tell others if a family member were diagnosed with depression.
  + 34% of people living with depression report first feeling symptoms before age 18, but there are many factors that keep those people from seeking help (NAMI). It is important for young adults to learn about depression, ways to help those with depression, and how to seek help without the feeling embarrassed or uncomfortable. A solution to this problem is an interactive game that allows students to recognize symptoms of depression through stories from real people and learn how they can help treat these symptoms. <http://www.nami.org/Content/NavigationMenu/Mental_Illnesses/Depression/Depression_Gaps_and_Guideposts_Summary_of_Findings.htm>
* **Audience/User Persona** – who is your project for?
  + The game is meant to be played in a high school or middle school classroom by students 14-18.
  + About 11 percent of adolescents have a depressive disorder by age 18 <http://www.nimh.nih.gov/health/publications/depression-in-children-and-adolescents/index.shtml>
* **User Scenario** – Give an example of how and why someone would come to find your project, how they would use it, and the outcome of using the project
  + A health teacher is looking for a new way to inform students about mental health in a less “grim” way. She researches new lecture materials and comes across this interactive board game about depression awareness. She decides to incorporate it into her class lecture. She briefs the students quickly about what they will be playing and how the game works. She asks them to tell her some thoughts that come to mind for them when they think about mental illness. The teacher records their thoughts, then tells them to start the game.
  + She allows the students to play through the game and talk about their experiences as the games go on. After the students have finished completing the board game the teacher ask the students their thoughts on mental illness after the game. This should facilitate a better conversation for the students and teacher about the signs, symptoms, and treatments for mental illness and reduce the stigma that young adults have about mental illness.
* **Domains** – research areas that relate to your project
  + **National Institute of Mental Health**
  + **NAMI – National Alliance of Mental Health**
  + Bring Change to Mind
  + World Health Organization <http://www.who.int/mental_health/management/depression/flyer_depression_2012.pdf?ua=1>
  + Areas – depression awareness and education, stigma of mental illness
* **Precedents** – existing projects that informed the design of your own project
  + Depressionquest.org
  + We have issues game
* **Methodology** – your approach to the design process including user testing and feedback and reflections throughout the design process
* **Evaluation** – reflection of the final prototype
* **Next Steps** – plans for the when/if you were to continue working on this project, including distribution
  + *Create a debrief*
  + *Finalize design and system then publish to Game Crafter*
  + *Explore a digital version*

\*An **abstract** should be finalized at the end of the project but is based on early questions and decisions you made. A proper abstract should generally include the following:

* The situation (domains, field of research, context, audience)
  + NAMI, NIMH, Bring Change to Mind, World Health Organization
* The problem (what’s broken, what’s been problematic in the past)
* The idea (project’s originality)
* How the idea resolves the problem

[**http://gamesforchange.org/festival/**](http://gamesforchange.org/festival/) **CONFERENCE submission for 2015**

**Presentation**

* Overview of concept and goals
  + Audience
  + Purpose (goals to answer)
* User scenario in video form with illustrations. How a user will get to the game. How to enter experience and exit experience (debrief). Explains the “role” section of the design process.
  + Include parts of game (shot list)
  + Scenario based elements (high school use)
* Methodology broken out
  + User testing
  + Feedback
  + Changes
* Evaluations
* Next Steps