Template fill-in

Template involvement

* Describe what problem you are solving with your product / what was the assignment
  + Game for anti-cyberbullying
    - Creating awareness to not leave your digital belongings behind
    - Creating awareness for kids not to do the name calling to often.
    - Name calling within the kids community

With reference to the previous report the definitions cyber-slander and cyber-impersonation

* Cyberbullying types
  + Cyber-slander
  + Cyber-impersonation
* The impact of cyberbullying
  + Various negative feelings, for example distressed, overwhelmed, embarrassed ( Nixon, 2014)
* Network etiquette (Netiquette)
  + Conventions of politeness for users online

(Hambridge, n.d.; Park, Na, & Kim, 2014)

* Educate children in order to prevent cyberbullying
  + The use of online content, in order to generate discussion among kids  
    (Choi, 2014)
* Which game-types are available
  + Educational games, (Hurst)
  + Adventure games (Hurst)
* Describe the most important findings in your research report
  + How does cyberbullying differ between countries
  + Netiquette solution
    - Try to be polite by using good words instead of curses
* Conclude this chapter by explaining why you product solves the problem (based on research results)
  + Cyber-slander and flaming where two of the common cyberbullying methods, therefore it was implemented in the game.
  + Bullying can only prevented not solved.
* Describe your product (what is the aim of the product) and its target group
  + Aim
    - Make kids more aware of the fact that their are kids bullied over the internet in other countries.
  + Target group
    - Kids in the age of 11 - 15
* Justify the methodological / technical choices that were made
  + Programming JavaScript and Phaser, maybe wepack And Mini-game?
  + Story creation
  + Usability test
* Describe how you tested your product among your target group (include your test plan in the annex), what results did you have and what changes did you implement to the product based on your test results.
  + Usability of the game ( Test of all the buttons worked as expected)
* Describe how go got to this result (including a description of how you used Scrum)

(Assessment criteria: A goal for each sprint has been formulated and was met)

* What challenges did you encounter and what did the group do to face them?