


SAGE Research Proposal

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Main Objectives

1. Ramp up / Environment setup
2. Processing fs2 data
3. Puzzle Authoring
4. Instruction clarification
5. Modifying surveys for fs3

Authoring Puzzles

- Prior experience: Parsons puzzles

Goals:

- Motivating scenarios
- Memorable segments
- Challenging, but not tricky
- Positive impression

Processing Fs2 Data



Instruction clarification

- Less words
- More action

Conditionals

Warm up: Let's Bake a Cake

In this puzzle, you are going to bake a pie for your friends.

First, you go to the location (x= 170, y=0), which is where the oven is located.

Second, you wait for 3 secs while the pie cooks.

Then, you change the costume of the sprite (*next costume*). This will turn the cake from unbaked, to baked!

Next, you take the pie to the location (X=-150, y=0), which is where the table is.

Sequences

Quest Instructions:

You are off for a vacation! During this quest (4 puzzles in total), you will visit a casino, shop for supplies, go sailing, and scuba dive.

Reminders & Hints:

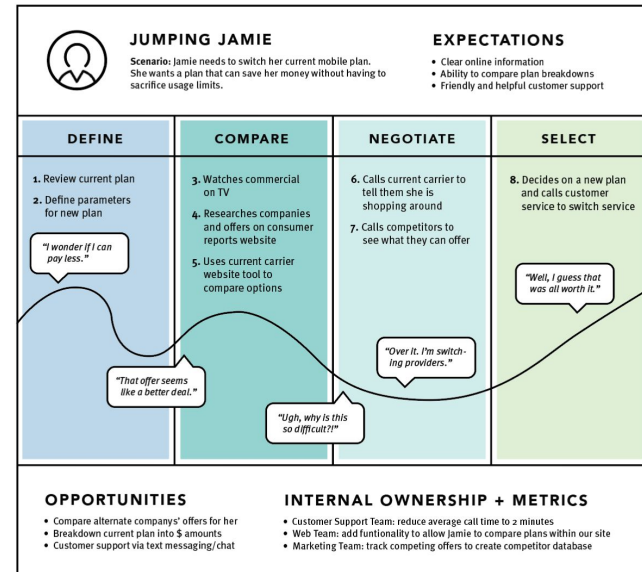
A **sprite** is a character or object you can control with programming blocks.

If you follow the instructions precisely, you can earn the **highest score** using the **fewest moves** for each puzzle. This is your goal! Choose carefully before moving each block from the palette.

For FS3

- Creating protocol content for looping
- Finalize condition set & demographic constraints
- Instructor review
- Improve IM (Intrinsic Motivation) survey
- HCD sessions + setup
 - User journey maps: instructor + student

CUSTOMER JOURNEY MAP Example (Switching Mobile Plans)



Timeline

Sprint 1	Ramp up, environment setup, Instruction cleanup, processing fs2 data (qualtrics)
Sprint 2	Puzzle authoring, creating protocol content for looping, finalize condition set
Sprint 3	Instructor review, journey maps, iteration based on feedback
Sprint 4	Improve IM survey, Assist with paper