**IMG\_3096**

*2 – Brainstorming*

**Themes:**

* Mechanical
  + Themed around school and interacting with authority figures (adults and peers).
* Choice
  + Lots of peer pressure / general pressure. Treated like children, unable to make choices.
* Agency
  + Lack of agency, pressure to behave in a certain way
* Feeling
  + Frustrated, uncared for.

**IMG\_3103**

*2 – Brainstorming*

**Themes:**

* Mechanical
* Choice
  + Unable to be brave – maybe a sign they feel pressured to not speak out?
* Agency
  + Bravery ⬄ feeling unable to make independent choices. Overworked, no choice on work / satisfaction from work?
* Feeling
  + Weak, overworked.

**IMG\_3104**

*2 – Brainstorming*

**Themes:**

* Mechanical
* Choice
  + Strength, unable to be strong?
* Agency
* Feeling
  + Weak

**IMG\_3105**

*2 – Brainstorming*

**Themes:**

* Mechanical
  + School theme, working / money.
* Choice
  + People don’t choose to work hard Pressure from money.
* Agency
  + Not strong enough for agency?
* Feeling
  + Frustrated, uncared for.

**IMG\_3106**

*2 – Brainstorming*

**Themes:**

* Mechanical
* Choice
* Agency
* Feeling
  + Left out? “Automatically thinking of other people”

**IMG\_3107 (Live version, photo didn’t show all)**

*2 – Brainstorming*

**Themes:**

* Mechanical
  + School is hard (math, not good at writing).
* Choice
* Agency
* Feeling

**IMG\_3108**

*2 – Brainstorming*

**Themes:**

* Mechanical
* Choice
* Agency
  + Far too many expectations.
* Feeling
  + Overwhelmed by expectations, taxes.

**IMG\_3110**

*2 – Brainstorming*

**Themes:**

* Mechanical
  + Not being noticed, being ignored.
* Choice
* Agency
* Feeling
  + Alone, not noticed. Ignored?

**IMG\_3111**

*2 – Brainstorming*

**Themes:**

* Mechanical
  + Lots of parental themes.
  + Lots of parental questions.
* Choice
  + Can I rebel against my parents?
  + Pressure from peers and adults.
  + Addicted to social media but can’t look away.
* Agency
  + Ideas are being stolen away
  + Adults force roles on us (rebellion)
  + Growing up / transitioning into teenage years is biologically tiring (hormones)
  + Too much emotional independence, not enough support
  + Too much pressure from external sources?
  + Learning is different from child to child – maybe students feel school isn’t supportive?
  + “Sometimes our problems are not as bad as we make them”
* Feeling
  + Adults don’t get it (their childhood was different)
  + Tired (hormones)
  + Low self esteem & bad self image, anxiety / depression, low self confidence
  + Emotionally alone (no support)
  + Overwhelmed by parents questioning
    - Interesting conflict between no support and too many questions
  + Rushed to complete work on time, pressured

**IMG\_3125**

*2 – Brainstorming*

**Themes:**

* Mechanical
* Choice
* Agency
  + Won’t be kids forever contrasting with not having enough agency?
* Feeling
  + Ignored – nobody listens to us

**IMG\_3129**

*2 – Brainstorming*

**Themes:**

* Mechanical
  + Resource / factory management (guessing this is cherrypicked-ish)
  + Corrupt government / the people / arrest the president.
* Choice
* Agency
  + Nobody listens to teenagers.
* Feeling
  + Nervous about the future / politics? Interesting their idea revolved around corruption, amassing the people, and arresting the president.

**IMG\_3130**

*2 – Brainstorming*

**Themes:**

* Mechanical
* Choice
* Agency
  + Feels like adults try to mind read.
* Feeling
  + Intruded on?

**IMG\_3131**

*2 – Brainstorming*

**Themes:**

* Mechanical
* Choice
* Agency
  + School is too hard.
  + Lacking the agency to fix a game addiction?
* Feeling

**1 School Sucks**

*3 – Storyboard*

**Themes:**

* Mechanical
  + Loops until the player decides to change their ways (there is a way out)
  + Very little dialogue, lots of descriptors / images
* Choice
  + Single choice, but making the choice “breaks the loop”
* Agency
  + Locked into school?
  + Know school is important, but have a hard time getting away from entertainment.
* Feeling

**2 Notice Us 3**

*3 – Storyboard*

**Themes:**

* Mechanical
  + Looping multiple times before a new outcome is unlocked.
  + Loop can be broken by making a new decision.
* Choice
  + Coffee – latte / mocha.
* Agency
* Feeling
  + Sad – nobody to talk to

**3. Courage**

*3 – Storyboard*

**Themes:**

* Mechanical
  + Looping, but cannot be broken, only maintained.
  + Arguing causes x2 tasks on each loop, where just going with it maintains
  + Situation only worsens / status quo over time.
  + Parents don’t understand that you want to play, not do chores
* Choice
  + Argue or not, you loop.
* Agency
  + No way to argue, and no way to make life easier.
* Feeling

**School Sucks**

*5 – Slides*

**Themes:**

* They see games as the antithesis of education, you can’t do both.
* School is too hard.
* Video game addiction?

**Notice Us**

*5 – Slides*

**Themes:**

* Feeling of social awkwardness and anxiety
* People don’t communicate enough – peers not adults

**COURAGE**

*5 – Slides*

**Themes:**

* Children are overworked and parents don’t get it
* They know they don’t need to overwork to succeed, but feel pressure to do so anyways.
  + “Surprisingly common problem”

**Listen Up**

*5 – Slides*

**Themes:**

* Nobody listens to teenagers
* There is no escape from bullying – reporting it does nothing (unsolvable)

**General Thoughts**

* Students kept asking for better graphics / more mechanics. We could have challenged them more.
  + Could students artistically handle more graphics in a short period?
* All slides seemed to imply *everyone* should play. Teenagers want to share their experiences with adults to help them understand, rather than hide them. Games are a good medium for this exposure?