

Collaborative Designer Statement

1. When we first came together, we knew we wanted to focus on depicting students' lives and how challenging it is to balance everything as young adults. We decided to add physical elements to our game to get people involved and thought it would be fun to incorporate a relay race. We focused on the areas of exercise, sleep, diet, and time management. After a couple rounds of playtesting, we made sure to have our rules be as detailed and as clear as possible so the players could focus on the game/competition.
2. Our creative goals mostly consisted of trying to create fun ways to express how much students have to balance while maintaining a healthy life on and off campus. We used the expression "having a lot on your plate" and took it literally. We provided a plate and multiple objects to balance on the plate to show how hard it can be.
3. Our potential research question would be, "If students can see the consequences of their own actions, would they still make the same choices?"
4. We wanted to do something that would involve physical exercise and make use of the open space at the bear rock courtyard, and a relay race seems like a perfect candidate.
5. The main goal of our game, Relay Race, is to simulate in order to make students physically exercise. Therefore, the bear rock yard takes advantages and is the best place to simulate our game.
6. We were inspired by the relay race at the Olympic games. The biggest feature of relay racing is passing the baton, which we replaced with a plate. Studying at UCSD means endless deadlines. And in the process, we make choices and even sacrifices. Our experience of working hard to meet academic deadlines feels like running a relay race.
7. Putting the players in the shoes of a student under stress is how our game incorporated empathy. The decisions made by the players may reflect decisions they have had to make in their lives, seeing as all of them were college students.
8. Our game uses pervasive play because the world of the game takes place in the physical world as well as the imagination of the player. The core of our game is the real-world race.
9. We learned that some of the in-game decisions as well as the load on the plates need to be more balanced. If we were to keep working on this game we would fix these issues as well as make some way to track the progress of each team as they are running. After a person finished their part, they were left to wait for their teammates to finish the race, leading to some boredom. If there was some way to observe the race, it would be more engaging.