Wenn du beim Benutzen von Social Media über diesen Stream stoßen würdest, wie wahrscheinlich wirst du auf diesen Link klicken?

Wenn du beim Stöbern von twitch.tv / youtube.com -||- Stream anklicken?

Du hast Interesse an einer Gravitrax Bahn für dich/ein Kind in deiner Familie und informierst dich auf der Webseite von Ravensburger/ online darüber. Auf dieser läuft der Stream, wie wahrscheinlich würdest du ihn dir näher anschauen?

Interagieren?

Er dir weiterhelfen, die Funktionsweise und Erweiterungsmöglichkeiten zu verstehen? (Expandablility)

Wie einfach war die Interaktion mit dem Stream zu verstehen

Wie einfach war der Verlauf der Bahn zu verstehen?

Wie empfandest du die Verzögerung (zwischen Absenden eines Befehls und Ausführen im Video)? sehr störend - nicht störend

Bewerte den Spaß, den du damit hattest.

Würdest du danach eher/eher nicht die Bahn für dich/für ein Kind in deiner Familie empfehlen?

Hast du einen Account auf Twitch.tv?

Würdest du einen Account erstellen, um diesen Stream zu bedienen?

(Wie sehr vertraust du dieser Plattform/kennst du sie?)

Hast du einen Account auf Youtube.com (ein Google Account genügt)?

Würdest du einen Account erstellen, um diesen Stream zu bedienen?

UEQ-s

Ein Bild, das Text, Screenshot, Schrift, Zahl enthält.

Automatisch generierte Beschreibung

Make cheat sheet on paper

Get target audience -> Thinking aloud

/\*A popular model in the field of ludology, the Taxonomy by Richard A. Bartle (<https://www.ludologie.de/spielforschung/spielertypen/>) explains why people play by categorizing them based on the driving force motivating them. It is widely used in the development of computer games, but can give some insight into boardgames and toys as well. It allows \*/

Before arriving at a streaming concept there were other prototypes defined and pitched to Ravensburger. The following chapter outlines the creative process leading up to the final pitch.

To gain an understanding for the Toy and brainstorm for expansion possibilities I used a model popular in Ludology to identify the main motivators for interacting with Gravitrax. This model does not only explain what type of players engage with Gravitrax but shows off, which extensions Gravitrax could benefit from. Even though it is originally derived from video games, it can give some insight into boardgames and toys as well.

Prologue:

Goal:

It is not about producing the prettiest/best *(no shipping-ready)* possible product but exploring various different Options, strategies and tools – and evaluating those. We are researching possibilities for improving interactivity and engagement in the respective fields we’re going to touch upon or dive into. With the goal of giving future projects a wider variety of vantage points and what to expect, giving inspiration and a different look on livestreams.

In terms of the 4D-Process (further discussed in Chapter XY) I plan to leave off after the completion of stage 3, Develop. While I will give insights into results and learnings from user testing and development the prototype will not be reduced down to a deliverable complete product but rather released as a tool inviting interested creatives to experiment with its features.

Abstract

This Documentation is going to go over how I created a Software and Hardware Prototype/Solution letting viewers take control of a marble track remotely. Viewers see a video feed in the form of a livestream and control its behaviour/path by sending commands in a chat window. This gets enhanced by giving them control multiple cameras in parallel, a voting system as well as other features enhancing interactivity. // The system's capabilities are further enhanced by its ability to control multiple cameras in parallel, a voting system, and other features that enhance interactivity.