Client debriefing

Current situation and problem statement

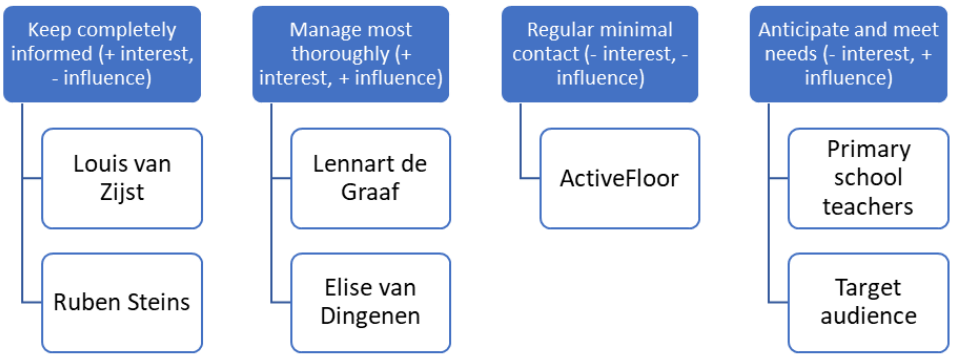
Currently there are multiple primary schools in the Netherlands and other countries that have an ActiveFloor system in place. Primary school students can use this system to play educational games while also being able to move around, creating an active and educational environment. Active floor is played on an interactive floor or wall so the children must physically move to play the games.

There are also a few problems with the system:

1. Most games are currently focused on competitive aspects and not co-op aspects.
2. The system currently does not track which player is who.
3. There are few games available on the system that cover topics like math with percentages for older children (aged between 10-12).
4. The system currently has a lot of input lag.
5. The system's UI (User Interface) is currently not user-friendly.

For our project we decided to tackle problems 1 and 3.

Involved stakeholders



ActiveFloor: The company based in Denmark who owns and invented the Active Floor system. ActiveFloor has no expectations of us and does not really know that we are working on this project. All they know is that a school in the Netherlands uses and tries things with their system.

Lennart de Graaf: Lennart is our contact person and during sprint reviews/deliveries we will show our progress to him. We also did interviews with him to better understand what he thinks, what Active Floor wants, and if our concept needs adjustments.

Louis van Zijst and Ruben Steins: These are two teachers at Fontys who serve as our project leaders. We will hold regular scheduled meetings with them to ensure that the project is progressing smoothly at a correct pace.

Elise van Dingenen: Elise is a primary school teacher from a primary school in the Netherlands. We will hold an interview with her to better understand what the Active Floor system lacks for the older primary students and how it is being used by them, if at all. Additionally, we hope to get more information from her in regards of 'how' exactly these students learn and a better understanding of the most important parts regarding their learning curriculum.

Analysis insights: Active Floor

This information is gathered from the Active Floor websites and the first meeting we had with Lennart.

Active Floors motivation

ActiveFloor's aim is to contribute to learning through movement and play by using technology to create an engaging, and therefore, favorable interaction learning environment.

Active Floors Mission and vision

Mission

"The world needs a supplementary way of learning which includes movement – this is what our interactive learning environment offers."
"That is why we have created the ActiveFloor-concept: a concept that, in addition to offering the physical settings to an interactive learning environment, also provides the relevant educational tools and content while allowing the user to create their own material.
Over time, this will bring about economical and obtainable solutions – available to everyone."

Vision

ActiveFloor aims to become the world's chief provider of interactive learning floors which use play and movement to create joy.

Active Floors target user groups

Schools, day-cares, and hospitals.

Design challenge

We want to design a cooperative game for the ActiveFloor that will provide an environment for older Dutch primary school students to practice their math skills and their teamwork capabilities during active school hours.

Tag		**Attributes**
<form of solution>	Use game design dictionary definitions to make this Specific (SMART (Specific, Measurable, Acceptable, Realistic and Time))	Interactive escape room like game with a high-level focus on math.
<users>	The targeted users will play a key role when you want to validate your game (as Minimal Viable Product). Further a well-defined user group helps to scope the project. Finally, you should discuss with your client how they can facilitate user testing with the <users> in <context>.	children aged between 10-12 that are enrolled in a primary school in the Netherlands that uses an ActiveFloor system.
<context>	What are the settings/circumstances in which the users will play your game?	During school hours
<perform activity>	This is functional or MD(A) related. Be specific about what players do in your game. The attributes you list up here should be the result of brainstorming, paper prototyping and many evaluations in which you take the <target performance> into account.	Solve puzzles in an escape room-like environment using teamwork.
<target performance>	This should be very much related to what the client wants to achieve with the game. Here you show how your game adds value for the client. From other perspectives - *Related to the MDA framework* Describe this at a higher level than only the dynamics. What does the player get out of playing your game (e.g., Aesthetics)? *Related to software development* Non-functionals	Fellowship (increasing social skills and learning to think more as a group) and increasing/practicing the children's math skills.