Tiphanie Timorès GD3

**Write like crazy**

Two years ago, I asked my mother to play a video game that I was thinking would be a good approach for her to video game. Something with simple design and a challenge which go easier to harder. I thought that a contemplative game mixed by a puzzle mechanic would help her understand more what I did in my course.

I chose Monument Valley which its design is clear, with not too much texts in it, not took too long to play, on mobile and with an incredible artistic direction.

At the beginning, she was very confused and asked me anytime she could what she must do, for what purpose, how this puzzle worked…. I didn’t tell anything and forced her to play without me, that I was simply observing what she did to help me understand more how newbie’s player felt. I know she used to play a lot of mobile puzzle game (so she can pass through this one “easily”) but doesn’t think her as a “gamer”.

After that she saw that I will not assist her, she began to appreciate the challenge of the puzzle and this “exotic” design that couldn’t be transposed in the real life. Some time to time, she was really lost when she had too much unknowledge and inexperienced of game in general. She didn’t know what all the “rules” of a game was: the pattern, all the symbolism of the colours, the design…. Anything that indicated her that this is something she needed expertise about made her froze and told her that she couldn’t achieve this.

I made my best to talk to her and to explain the situation as if I was talking to a child which didn’t know anything about the world she was in. It was very frustrating (and took me a lot of time) to explain something you thought as gained or common knowledge. It made me realize that even if my colleagues are on a nearly level as mine (and that we can communicate together) it was not the fact for a very large percent of the world. I tried to let her find the solution by her own. For her to improve and gained more confidence about game and what she was capable of.

It helped us to reinforce our bond but now I know for sure that I don’t want to raise a child. It’s too difficult and annoying.