Group work Interactive Design work

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Brief: Creating an entertainment game for children aged 7-12 years old. The game aims for the user to place 3 identical pieces in a consecutive sequence of positions before his opponent.

People: • Age: 7-12 years old • All weight and height range

- Novice user
- No special needs
- Heterogeneous mix due to diversity of people in terms of body and character traits , with homogeneity in age range and school tenure
- . Discriminating users use it at times in play situations and interaction with another person.
- Infrequent users , as it is a game and not a daily need of individuals.

Activity:

- Infrequent use
- Relaxation game with a short duration (1- 5 minutes) as it is a game with no particular difficulty in achieving the goal
- Level of functional difficulty : Easy
- Continuous
- 2 opposing players (no cooperation)
- Simple command process
- Response time : immediate
- Safe design for children Non safety critical as children are of an age where there is an early maturation without the risk of swallowing a piece.
- Serial task- no other activities are included in parallel
- Active users act for the continuation of the
- Quantity > Quality
- Input requirements: touch
- It will not have error signs. Context :
- Organisational: Does not affect individuals organizationally
- Physical: internal because of the technology used
- Social environment: part of home operation
- Circumstance: employment of play in entertainment or relaxation situations at home.
- New knowledge: understanding of how the game is played by the individuals who play it. Technology:
- Input : Selection of commands by touch.
- Output : Color-changing lights
- Communication : No communication between devices.
- Content: Understanding of two patterns and success through a continuous series of three repetitions of the same pattern.
- Technologies: Light sensor, touch sensor, no network operation.