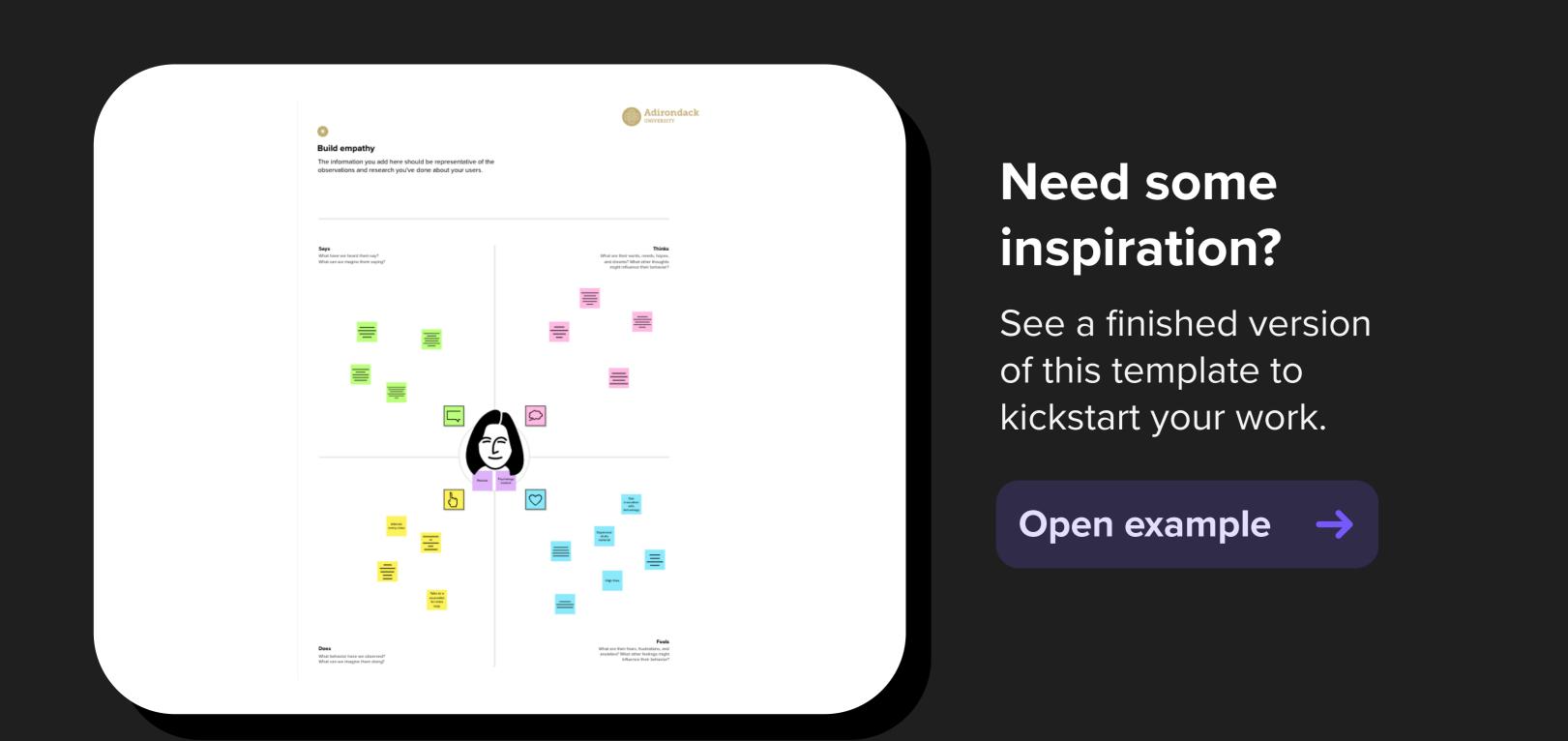


Empathy map

Use this framework to develop a deep, shared understanding and empathy for other people. An empathy map helps describe the aspects of a user's experience, needs and pain points, to quickly understand your users' experience and mindset.

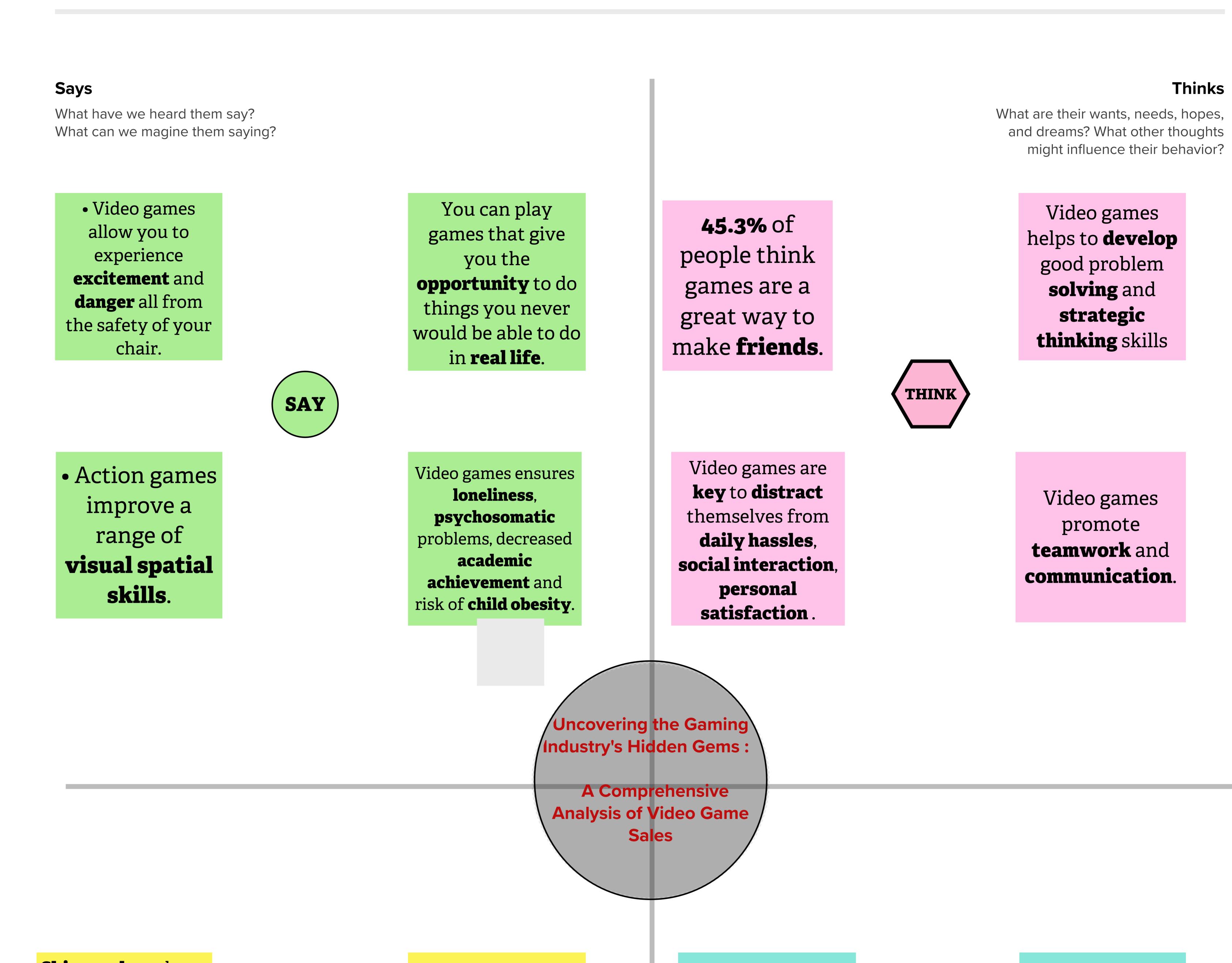
Share template feedback





Build empathy

The information you add here should be representative of the observations and research you've done about your users.



Skip meals and avoid sleep to play games which leads to overwhelmed, behavior change and circadian rhythm disorders.



Great controls,
frame speed,
fantastic level
design, graphics
these are all things
I look for in a great
game.

Does

What behavior have we observed? What can we imagine them doing?

Compare star
rating and read
comments then
choose which is
the best game.

Violent games
increase aggressive
thoughts, desensitize
players to violence,
decrease empathy
and helping.

Forget the stress

of education or

job for few hours

every day by

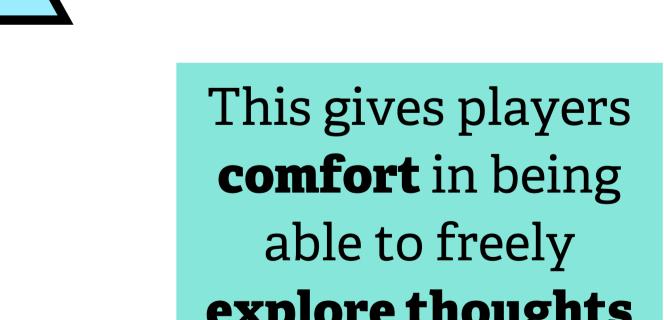
immersing in

favorite game.



Keep the time limit to avoid the mental and physical disorder.

Video games are a **better** form of **entertainment** than watching **T.V.**



comfort in being able to freely explore thoughts which might not be done in anywhere else.

What are their fears, frustrations, and anxieties? What other feelings might influence their behavior?

