Questions:

1. What's your favorite game or website? Why do you like it?
2. Can you tell me about a time when you learned something really fun on a website or app?
3. How did that website or app help you learn that fun thing?
4. Was there anything hard or not fun about learning on that website or app?
5. If you were going to learn about Davis, CA, your town, how would you want to learn it?
6. Do you like playing games where you can move things around, like puzzles or dress-up games?
7. Would you enjoy a game where you can color or draw things?
8. Imagine you could make your own game to learn about something. What would your game look like? What would you do in the game?
9. If you were going to make a game about Davis, CA, what would you want to include in the game?

Interviewees/Personas

Ethan

- **Age:** 8
- **Grade:** 3rd
- **Favorite Subjects:** PE and Art
- **Hobbies:** Soccer, drawing, playing tag with friends
- **Learning Style:** Hands-on activities
- **Personality Traits:** Outgoing, energetic, creative
- **Favorite Games:** Sports games, drawing apps, and racing games
- **Tech Skills:** Moderate - uses a tablet for games and schoolwork
- **Challenges:** Struggles with sitting still for long periods, gets bored easily with plain texts

Bella

- **Age:** 9
- **Grade:** 4th
- **Favorite Subjects:** Reading and History
- **Hobbies:** Reading, writing stories, playing with her cat
- **Learning Style:** Verbal (prefers written or spoken)
- **Personality Traits:** Quiet, imaginative, curious
- **Favorite Games:** Word games, trivia games, and animal-themed games
- **Tech Skills:** High - likes e-books and learning apps
- **Challenges:** Not a fan of fast-paced or competitive games, prefers a relaxed learning environment

Mia

- **Age:** 10
- **Grade:** 4th
- **Favorite Subjects:** Math and Science
- **Hobbies:** Building Legos, solving puzzles
- **Learning Style:** Logical (likes reasoning and systems)
- **Personality Traits:** Logical, competitive, focused
- **Favorite Games:** Puzzle games, strategy games, and educational math games
- **Tech Skills:** Moderate - likes interactive learning tools
- **Challenges:** Can become frustrated if the learning content lacks structure or clear goals.

Insights/Overview:

Ethan:

- Preferred device: Tablet
- Favorite game: Adventure games, likes "Dragon Age: Inquisition" for its dragons and quests.
- Learning experience: Learned about dinosaurs through an interactive dinosaur game.
- Learning preference: Interactive games with a reward system.
- Game design: Adventure-style game with missions, discovery and rewards.
- Davis, CA game ideas: Including local landmarks like the farmers market and the university.

Bella:

- Preferred device: Laptop
- Favorite game: Dress-up and makeover games, loves "Toca Hair Salon" for its creativity.
- Learning experience: Learned about different hairstyles and colors through the makeover game.
- Learning preference: Interactive and creative games.
- Game design: Dress-up game with characters and different outfits.
- Davis, CA game ideas: Dress-up game featuring Davis' historical figures.

Mia:

- Preferred device: iPad
- Favorite game: Puzzle games, loves "Monument Valley" for its intriguing puzzles.
- Learning experience: Learned about architectural structures and problem-solving through the puzzle game.
- Learning preference: Interactive puzzle games with unique and complex puzzles.
- Game design: Puzzle game with different levels and challenges.
- Davis, CA game ideas: Including local landmarks like the farmers market, her school, and the big redwood tree.

Common themes and insights:

- All kids prefer interactive games that allow them to learn and play at the same time.
- They enjoy games with different levels, challenges, and rewards.
- Creativity is a key factor in their favorite games.
- They express an interest in games that allow them to see familiar things in a new or different way.

Additional Insights

1. **Interactivity and Engagement:** All three children mentioned their preference for interactive games. Ethan and Mia enjoyed challenges and missions, while Bella enjoyed the creative freedom in her game. This tells us that the game should be dynamic, not passive. Children should be able to interact with elements of the game, make decisions, and see the impact of their actions.
2. **Learning Through Play:** Each child described learning something new and interesting through the games they enjoy. This suggests that our game should have a strong educational element, subtly woven into the gameplay. The history and facts about Davis, CA should be integrated in a way that is fun and interesting, not overtly instructional or academic.
3. **Familiarity and Connection:** All the children expressed an interest in seeing elements of their own town in the game. This suggests that incorporating recognizable landmarks and aspects of Davis, CA will increase their interest and engagement in the game.
4. **Rewards and Achievements:** Ethan specifically mentioned that he enjoys the reward system in his favorite game. This is a common feature in many games and can be a powerful motivator for children to continue playing and learning. Implementing a reward or achievement system in the game could enhance engagement.
5. **Diversity in Game Mechanics:** The children all had different favorite game types - adventure, dress-up, and puzzles. This diversity suggests that our game could benefit from incorporating different types of gameplay mechanics to appeal to a wide range of children's interests.
6. **Simplicity and Ease of Use:** Given the age of the children, it's important that the game is easy to understand and navigate. Complex controls or confusing instructions could lead to frustration and disengagement.

Takeaways:

Given the preferences of the children, an interactive game that incorporates local landmarks and history of Davis, CA would be a good approach. The game can be designed in a way that allows them to learn about the city's history in a fun and interactive way. This could involve completing missions or puzzles related to the city's history or dressing up historical figures from Davis. The game should also include a reward system to keep them engaged. To cater to their creative

interests, the game could allow some level of customization or creative play. For instance, they could be allowed to customize their game character or create their own city layout using Davis' landmarks.

Overall, the game should be simple, easy to navigate, and visually appealing to keep them engaged. The design should also consider the different devices that the kids use (Tablet, Laptop, iPad) to ensure it's accessible to all.