

HUMANS VS ZOMBIES

Goals

Enhance immersion in the game
Encourage active gameplay
Add reward for humans and risk for zombies

Research Outcomes

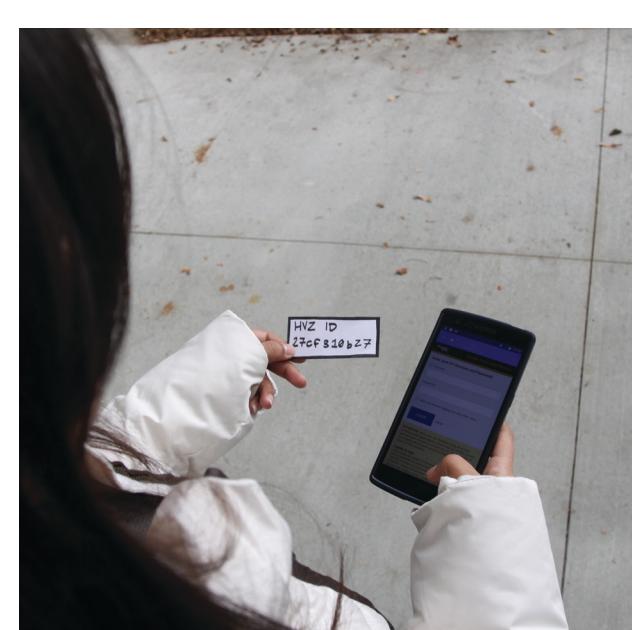
Imbalance of risk/reward for humans and zombies
No reward for active human play
No risk for zombies
Lack of immersion during game status tracking

"The humans, wisely, waited indoors the whole time and we all just sat around. It almost felt like a waste of time."

Current Interactions

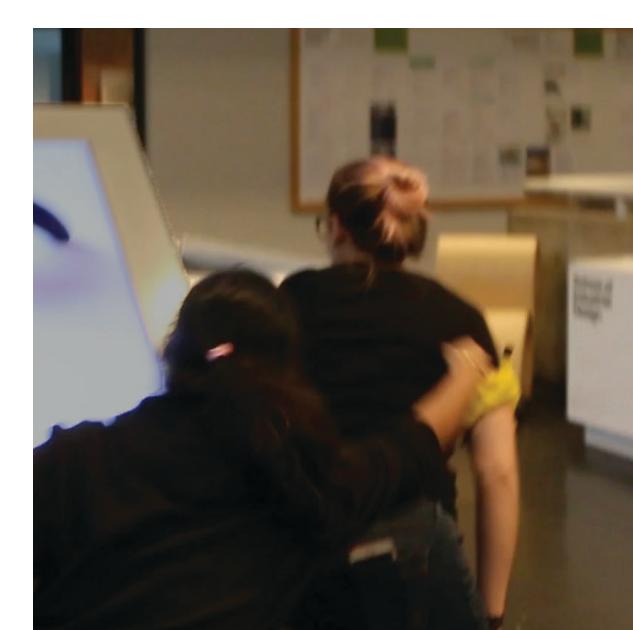


Zombie tags human

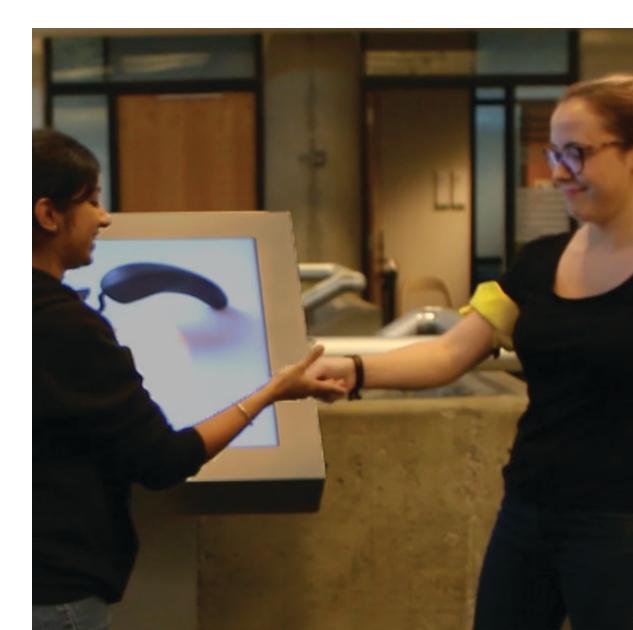


Zombie logs tag on website with player id code

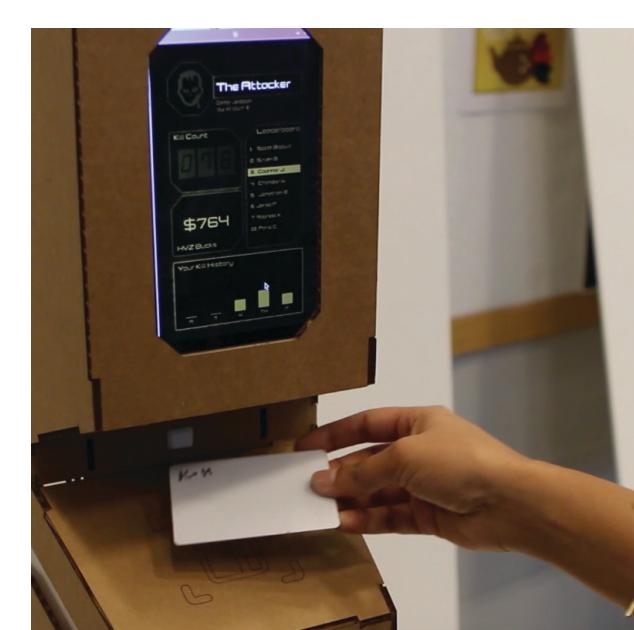
New Interactions



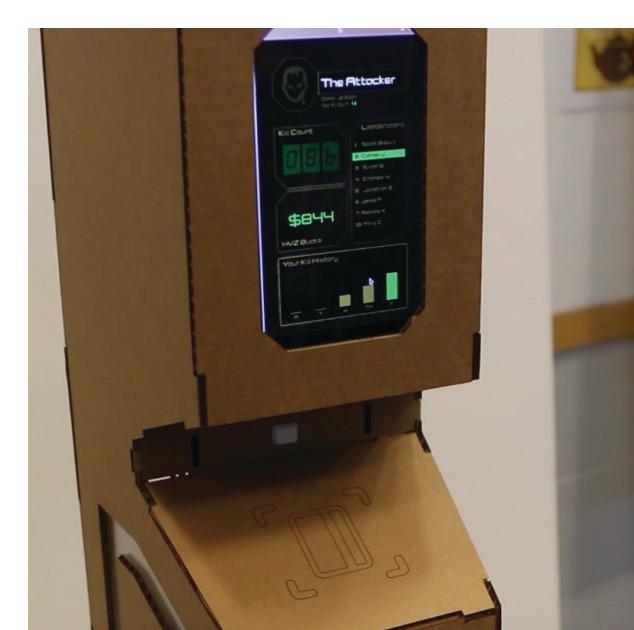
Zombie tags human



Human hands over coin

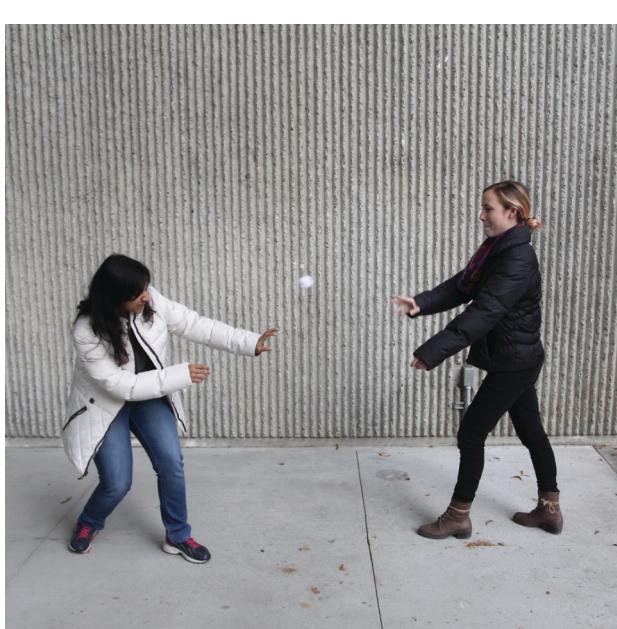


Zombie taps his/her ID card then inserts kill coin

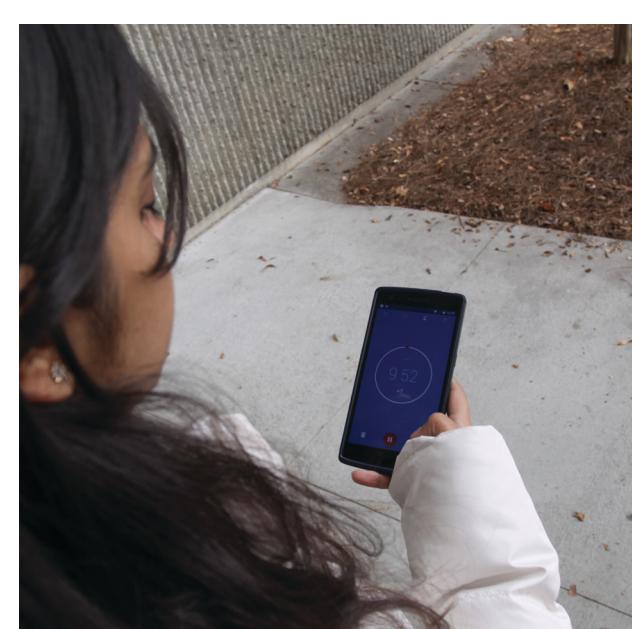


System updates zombie's kill count

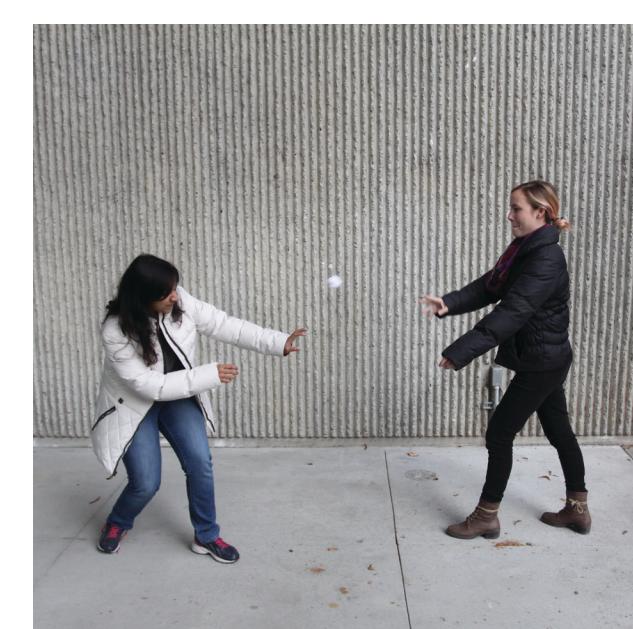
Kills



Human stuns zombie



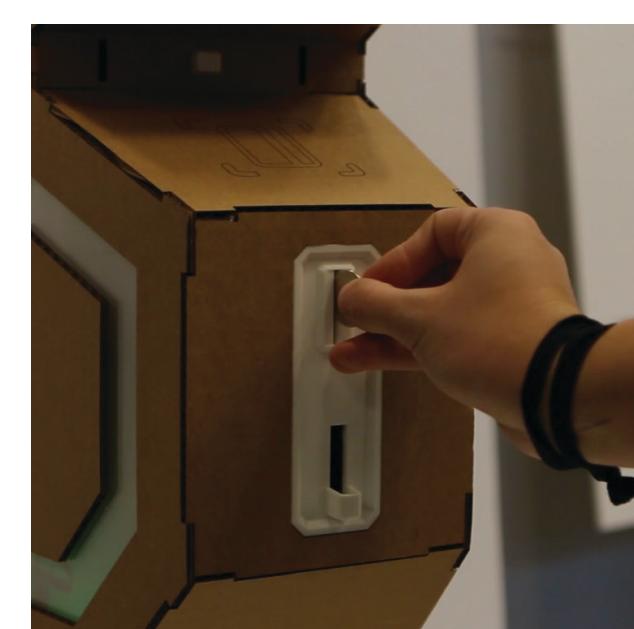
Zombie keeps track of stun timer



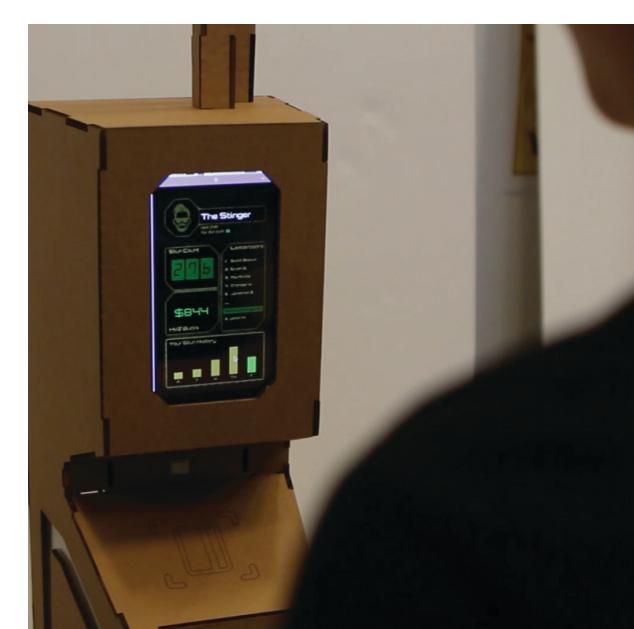
Human stuns zombie



Zombie hands over stun coin

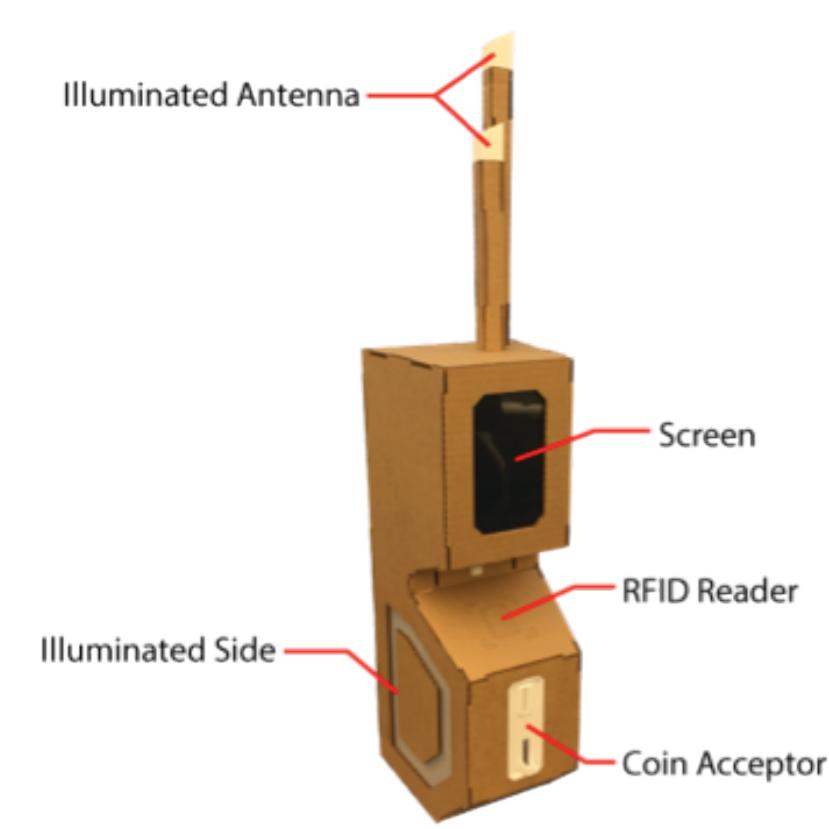
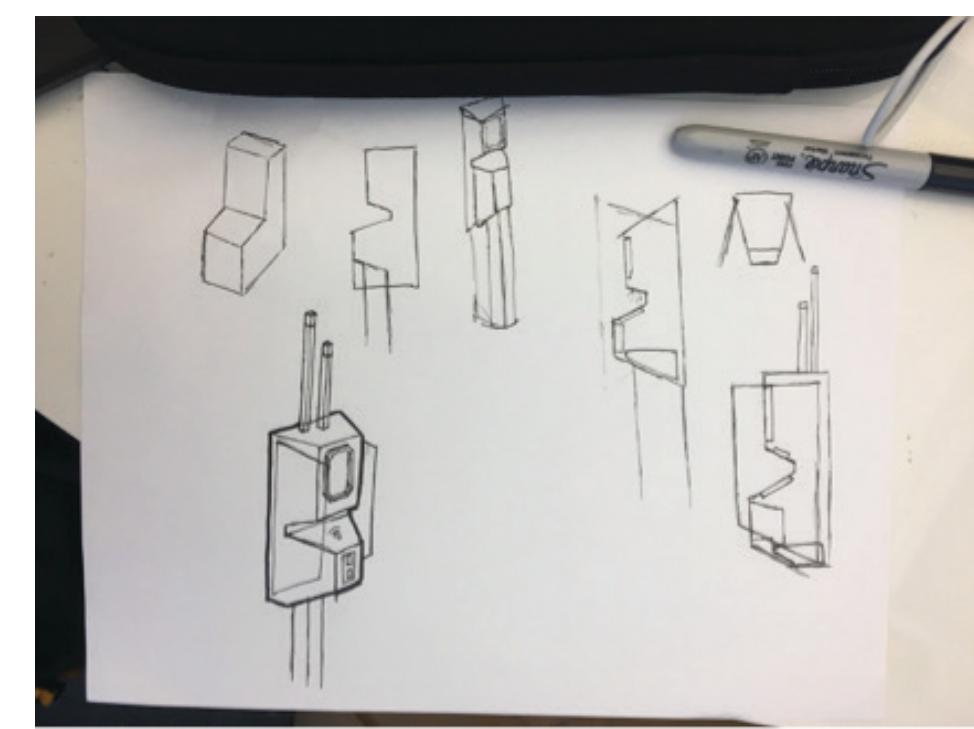
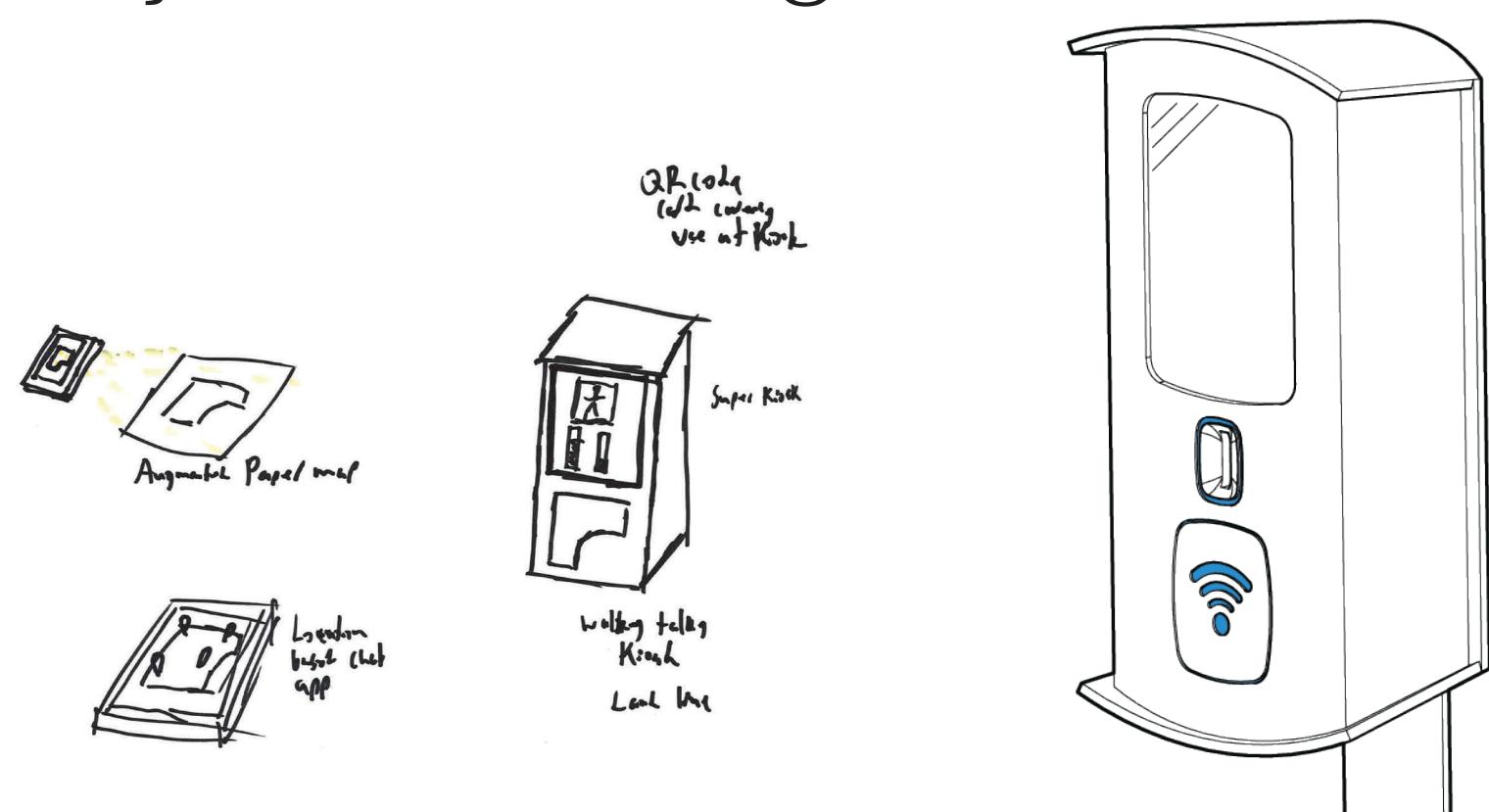


Human taps his/her ID card then inserts stun coin

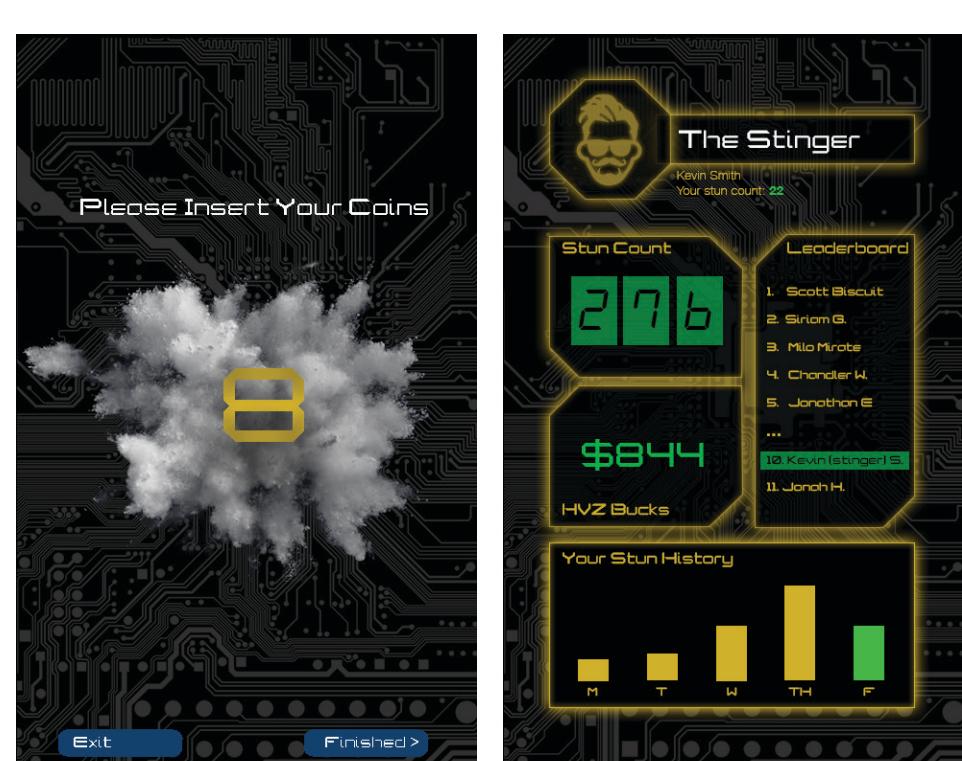
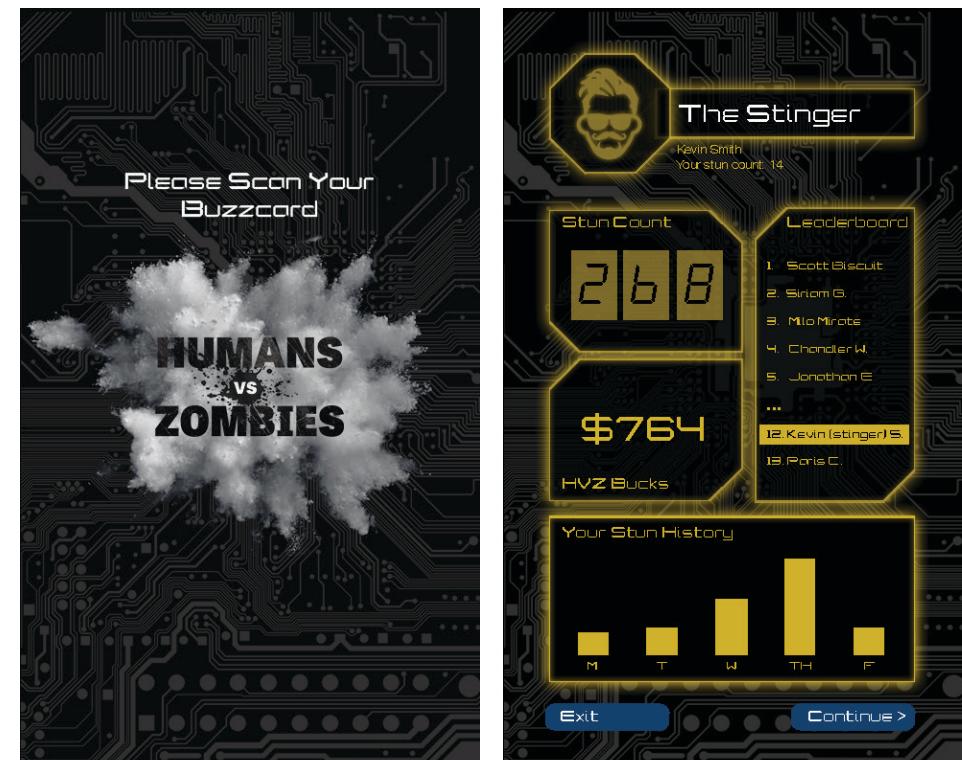


System updates human's stun count

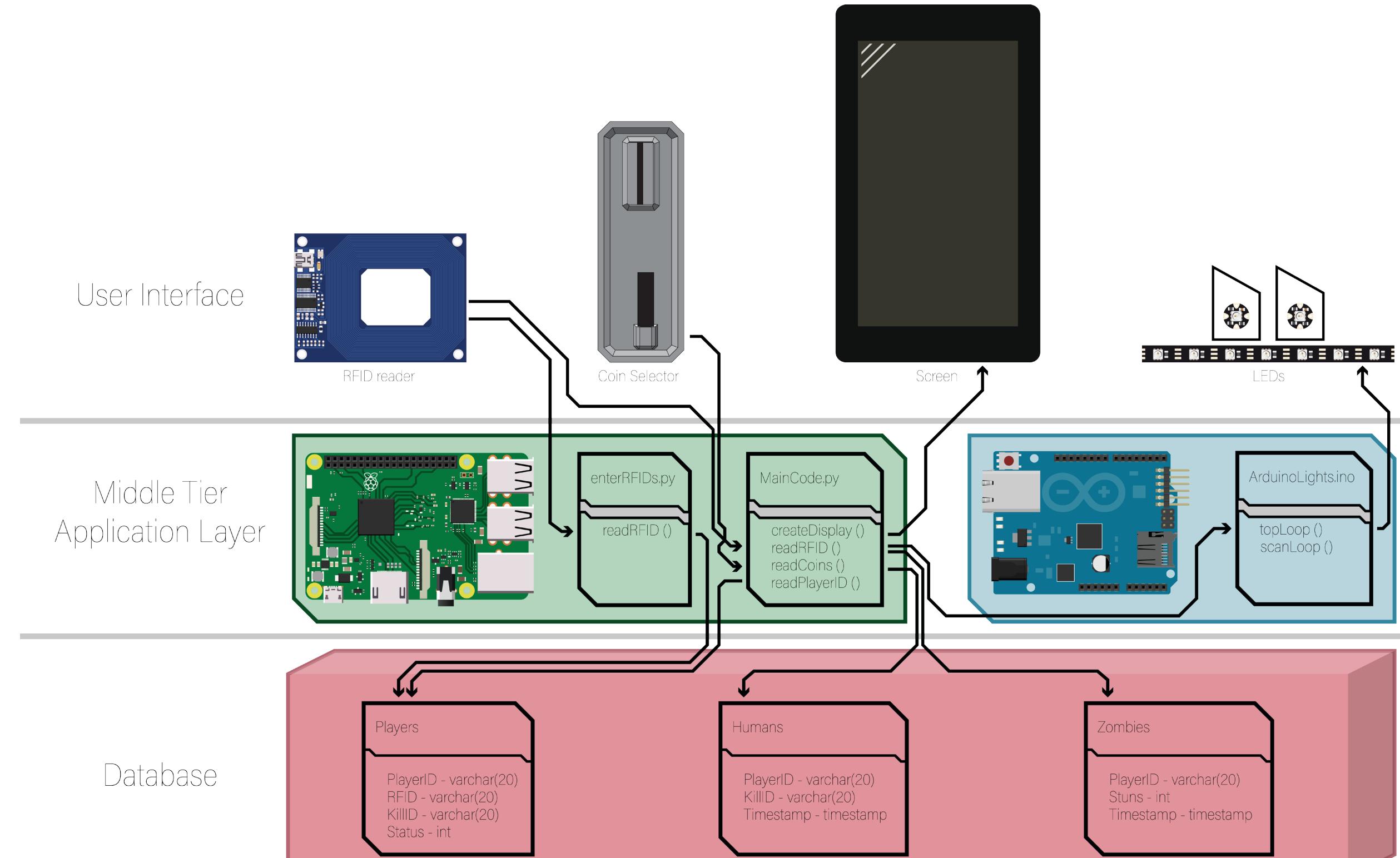
Physical Design



Interface Design



Hardware/Software Design



Evaluation Plan

- Participants who have played previously run through a mock version of the game
- Observe interactions with the prototype and note pain points
- Interview players to gain insight into their experience
- Compare current engagement of players to the previous game
- Ask participants to submit SUS
- Compare second round interviews to initial interviews