User Stories

Teacher:
As an elementary school teacher, I have a social studies unit on sustainability. I would like to engage the class with interactive games as it is good to mix the paper-back assignments with other activities. For our first week, we will be learning about sea waste. Sadly, the tablet cart is booked and flash is gone - so my options are limited. Luckily, there is a new learning game platform about sea waste. I'm especially excited by this game, as it should encourage the children to continue playing and reading outside of class. Its multiplayer aspect will also allow me to make this a group class activity, which is always a good way to change things up and hold attention. If I were using previous flash games, it would most likely be an independent activity and a non-memorable game.
[Below is beyond MVP3 most likely]
This tool makes it incredibly easy to set students up with accounts as well, allowing registered teachers to generate a number of accounts that do not require the student's email. I can easily prepare the student's activity a day in advance, and without having to set each child up individually with parental guidance.
[   ]

Community leader:
As an active member of our community here in Vancouver, I host many campaigns about sustainability - mainly ones aimed at preserving our beautiful shores. As part of my campaigns, we host a veritable number of events and dinners. Of course, these events have occasional intermissions between guest appearances. It would be nice if we had something to stir discussion and questions among our guests during these luls, or as a parting gift as they leave the event (something they could do on the uber home that was on-topic). I recently found a new multiplayer game about sea waste which should hold my guest's attention and keep the conversations on-topic. With everyone playing the same game while we wait, the platform will also provide an excellent opportunity for guests to discover new charities and programmes that they might join/contribute to. <u>This feels just like the pre-show games at theatres, which I LOVE.</u>

Comment - I did not consider the similarity between my platform and scene's pre-show game app. Their execution seems like proof that a phone/web activity can be very effective in holding attention, fostering camaraderie between strangers and advertising on-topic ideas/concepts. In this case, our advertisements would be charities, events and individual calls to action (not movies). Or, just interesting facts.

~~Scene's~~ [my] platform effectively introduces users to ~~films/deals~~ [charity events] they never considered, with fun games.

Child:
I'm a student at ws hawrylak school, and my teacher made us do a strange activity in class. I couldn't play it for long, but I kind of want to check-in on it tomorrow - they've cleared 10% already. Sometimes I read stories or trivia on the site, but mostly I log on to help the game. Did you know [some facts about sdg14]?

Teen/Adult:

Lots of folk have been playing this one game recently. I kind-of want to see what's up about it; it's apparently meant to help the environment as a community. I'm not sure If I'll contribute meaningfully or in real-life, but it would be nice to have the option handy even though I'm just playing games. It's crazy to see everyone working together ingame - but I guess that's the point.