VALUES!

- Fun
- Competitive
- **Collaborative**
- Interactive
- Accessible / **childfriendly**

NEEDS!

- Easy to use
- Fast paced
- Low-variation
- Adjustable
- **Easy to learn/intuitive**
- FUN!!!!!
- Physical Engagement
- Challenge
- SAFE
- Competitive
- Collaborative
- Interactive

Design Goal:

Our design goal is to create an experience that is competitive and collaborative. This is inspired by elephants' communal lifestyle along with our insight gained about children's preferred game style.

First and foremost, elephants are extremely collaborative animals, and therefore we think any play experience surrounding elephants should have this as a priority. A play experience that mimics that part of an elephant's behavior would both be a truer experience as well as get the kids to learn important interpersonal skills. Secondly, we want to make an experience that is going to be entertaining, because elephants are inherently fun and playful creatures.

Design Goal:

We want to design a play experience that is collaborative, joy-inducing, and intuitive. First and foremost, elephants are extremely collaborative animals, and therefore we think any play experience surrounding elephants should have this as a priority. A play experience that mimics that part of an elephant's behavior would both be a truer experience as well as get the kids to learn important interpersonal skills. Secondly, we want to make an experience that is going to be joy-inducing, because elephants are inherently fun and playful creatures.

Requirements:

1. Should be able to accurately intuit the operation of the device/apparatus within a reasonable amount of time.
2. Rules of the game should be simple
3. The device should fit or be operable by different sized children
4. There should be some physical component
5. Task must be time-limited
6. Kids should have to work together in some way

VALUES!

- Fun
- **Competitive - kids**
- Collaborative
- Interactive
- Accessible / **childfriendly**

NEEDS!

- Easy to use
- Fast paced
- Low-variation
- Adjustable
- **Easy to learn/intuitive**
- FUN!!!!!
- Physical Engagement
- Challenge
- SAFE
- Competitive
- Collaborative
- Interactive

Design Goal:

We want to design a play experience that is collaborative, joy-inducing, and intuitive. First and foremost, elephants are extremely collaborative animals, and therefore we think any play experience surrounding elephants should have this as a priority. A play experience that mimics that part of an elephant's behavior would both be a truer experience as well as get the kids to learn important interpersonal skills. Secondly, we want to make an experience that is going to be joy-inducing, because elephants are inherently fun and playful creatures.

Requirements:

7. Should be able to accurately intuit the operation of the device/apparatus within a reasonable amount of time.

8. Rules of the game should be simple

9. The device should fit or be operable by different sized children

10. There should be some physical component

11. Task must be time-limited

12. Kids should have to work together in some way

Design Goal VERSION 2:

Our design goal is to create an experience that is competitive and collaborative. This is inspired by the elephant herd's sense of community, along with our insight gained about children's preferred game style.