

Game Design for ADHD

MICHAEL DONAR

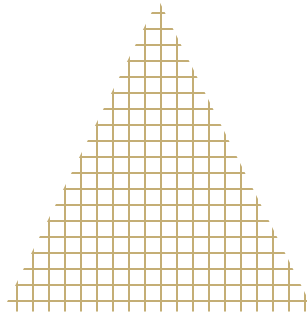
PROJECT_ONE





Why this project?

- One game approved by the FDA for ADHD treatment (Budding Felid).
- Looked to take apart the game and its mechanics and how it works and can be improved.
- Chosen due to my own interest in ADHD and different forms of treatment.





Learning Outcomes

To Study games at a deeper level .

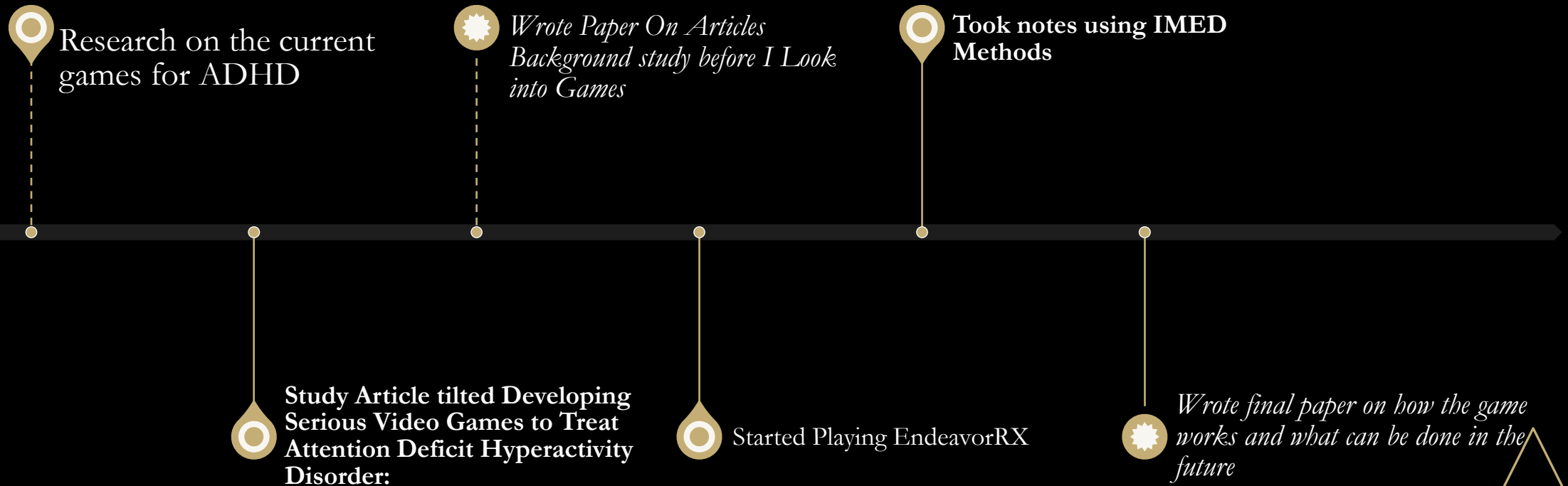
Use Methods from IMED 215-245.

Create hypotheticals on how to improve future treatment games.

Set out to understand data collection in game studies.

Put methods into practice.

Project timeline





Deliverables

1) Gamifying ADHD: Game design practices and Author Recommendation

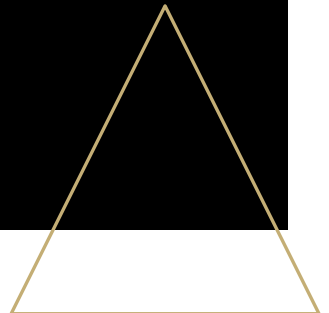
Wrote about the article Developing Serious Video Games to Treat Attention Deficit Hyperactivity Disorder ended with recommendations about how these games can improve.

2) Gameplay log, Inventory and Interface analysis

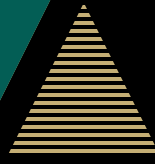
All was to supplement the final analysis of EndeavorRX Game

3) Wrote final Analysis on EndeavorRX.

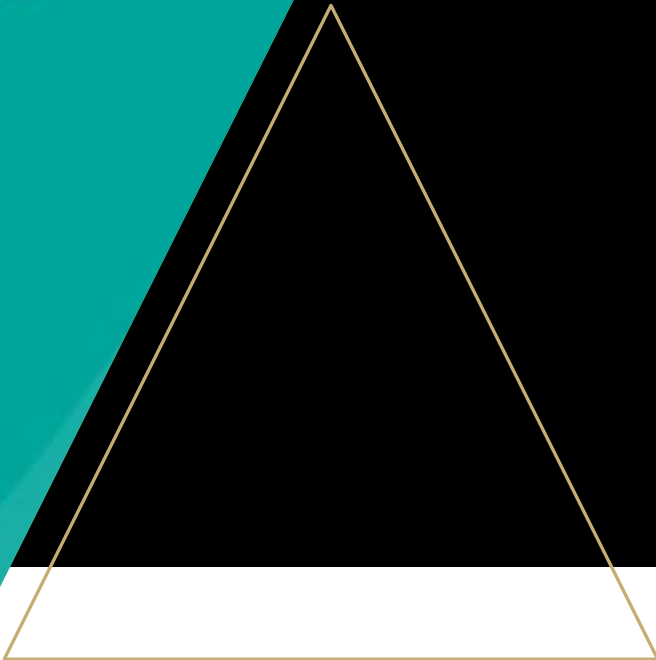
Discusses what I think works and does not work in the game and how the formula can be used for new games



CHALLENGES



- Time management
- Was my first time doing an unguided project
- Could only get a demo of EndeavorRX
- What would I do different
- Talk to advisor more
- Plan ahead and use more reminders
- Break the work up I did most deliverables in one day sitting
- Adderall Shortage halfway though Project Made focusing hard.





References

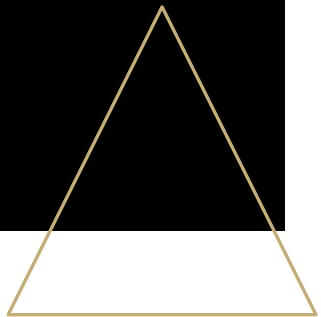
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ANY QUESTIONS

