



TikTok-Brain

Lo-fi Prototyping and Usability Testing

Mission Statement

To promote stair safety by leveraging the captivating power of video, delivering crucial safety messages in an engaging and distraction-free platform.

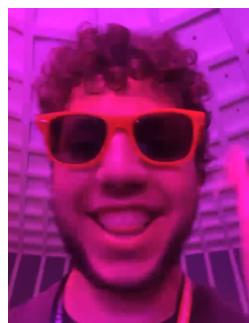
Value Proposition

Delivering mesmerizing, randomized videos paired with essential safety advisories, TikTok-Brain simplifies social media to focus solely on enhancing personal safety without the clutter of likes, comments, or shares.

Problem / Solution Overview

Many individuals are unaware of the risks associated with inattentive stair use. Traditional safety messages often fail to engage audiences, leading to continued accidents and injuries. TikTok-Brain combines the engaging nature of short-form video content with critical safety messaging. By removing typical social media distractions, the app ensures that users receive and retain important information about walking safely on stairs.

Our Team



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1 Summary

This project explores an innovative approach to promoting stair safety through the development of TikTok-Brain, a simplified social media application that combines engaging video content with safety messaging. Using the Double Diamond design methodology, our team progressed through four phases: Discover, Define, Develop, and Deliver. Initial ideation generated 28 potential concepts, which were refined through user surveys involving up to 28 participants and the development of five detailed user personas. The subsequent evaluation process, including a presentation to 25 participants, resulted in TikTok-Brain emerging as the preferred concept with 22% of total votes, significantly outperforming alternatives. TikTok-Brain's distinctive feature is its streamlined interface that removes traditional social media elements (likes, comments, shares) while retaining the engaging aspects of short-form video content. Safety messages are prominently displayed above randomized videos, creating a dual-focus experience that both entertains and educates users about stair safety. Key learnings from the project emphasize the value of iterative design and continuous user feedback in product development. The progression from survey-based research to persona development, followed by structured pro-contra analysis, provided a robust framework for decision-making. The project highlighted the importance of simplification in user interface design and demonstrated that educational content can be effectively integrated with entertainment. Working within a revised capacity of 160 hours (reduced from an initial 200-hour plan) reinforced the importance of adaptive project management and efficient resource allocation. The development process revealed several UX challenges, particularly in balancing user engagement with safety awareness and ensuring message clarity without compromising the application's entertainment value. These challenges were addressed through careful interface design and content positioning, though some accessibility concerns remain as areas for future improvement.

2 Methods and Review

To identify the exact problem and develop a solution, we used the double diamond method. The double diamond method is originally a part of design thinking in business and has a user-oriented approach. Therefore, one of its key elements is mockups and prototypes, which are needed to get real user feedback in the ongoing development process. The double diamond method has four phases, guiding the team from problem identification to a real solution.

The first phase is the 'Discover' Phase, which is meant for gaining more insight into the problem and gathering information that may be essential for developing a solution. In our project, the process began with an individual brainstorming phase, where each team member independently generated ideas. These ideas were then collectively refined using digital tools such as LaTeX, GIMP, and Krita, resulting in a diverse array of 28 potential concepts. Moreover, we explained to each other why we created given ideas, always focusing on the expected user behavior.

Having finished the first phase, we moved straight into the second phase of the double diamond method. In the 'Define' Phase, the gathered information was filtered, and the first possible solutions were reconsidered critically. To ensure our ideas aligned with user needs and expectations, we created and conducted a detailed survey comprising 20 questions, which was administered to around 28 participants using Telekom Vote 2 and WhatsApp to reach out to the participants. The results helped us construct personas and refine our initial ideas. With a solid understanding of our user base, we evaluated the brainstormed ideas through a structured pro-contra analysis, taking into account the feedback and personas developed earlier. This phase of assessment was supported by Markdown and LaTeX, allowing us to narrow down our options to three final ideas.

As part of the third phase, the 'Develop' Phase, we started the actual design process. All three ideas were laid down to focus on a simple and easy user experience, which was also the key aspect while designing. Subsequently, we moved to visually conceptualize these ideas through sketches and storyboards, utilizing GIMP, other graphic tools, and Kdenlive. This step was aimed at visualizing the sequence and flow of interactions, which were used for the later stages of prototyping.

In a presentation to gather user feedback, participants evaluated the top three ideas from each of six groups, totaling 21 ideas. Each of the 25 attendees had two votes to allocate, allowing them to identify the concepts they found most compelling. This iterative process of development and refinement led to the selection of the most promising prototype based on its functionality and user feedback.

In the last phase, the 'Delivery' Phase, we fully completed our most promising prototype and made some improvements regarding the design and interactions of the prototype based on user feedback. The final stage of our project also involved the creation of professional presentations and a comprehensive

final report, crafted using PowerPoint and LaTeX. These documents provided a detailed overview of the project process, from the initial concept to the final evaluation of the prototype.

2.1 Review

The Double Diamond method is suitable for developing a lo-fi prototype. The individual phases and steps felt intuitive and promoted consistent progress. The method does not specify concrete tasks but divides the entire development process into thematic phases. As a result, it requires minimal organizational time. The ‘Discover’ and ‘Define’ phases provide a good basis for inventing new creative ideas and rethinking and redefining old ones. Through these phases, you iteratively reflect on what the user wants and how the user acts. This allows ideas to be adapted, improved, and reinvented. This consistently and proactively prevents a solution from being developed that does not appeal to the user.

To summarize, the Double Diamond method felt intuitive and very agile when developing a lo-fi prototype. Since there is no strict procedure but rather a generic approach, the Double Diamond method feels more like guidelines that teams can follow to develop a product or solution that is oriented towards the users.

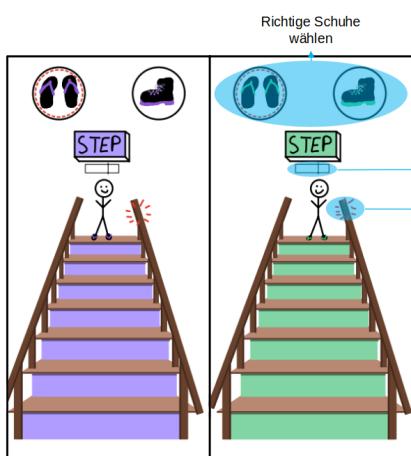
3 Results

This chapter presents the progression from the already refined concept sketches to the final prototype, detailing the design decisions, evaluations, and functionality development.

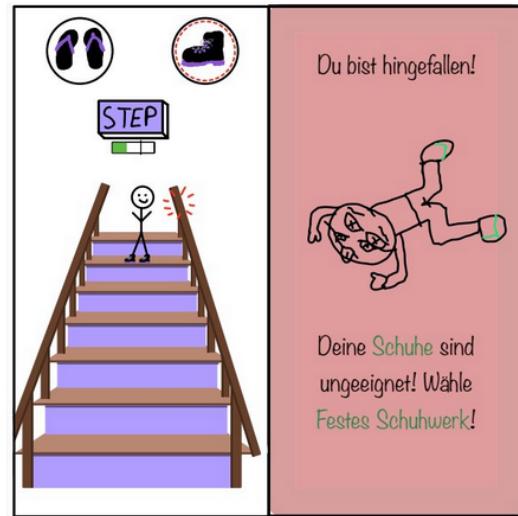
3.1 Concept Sketches

The top 3 of our concepts were:

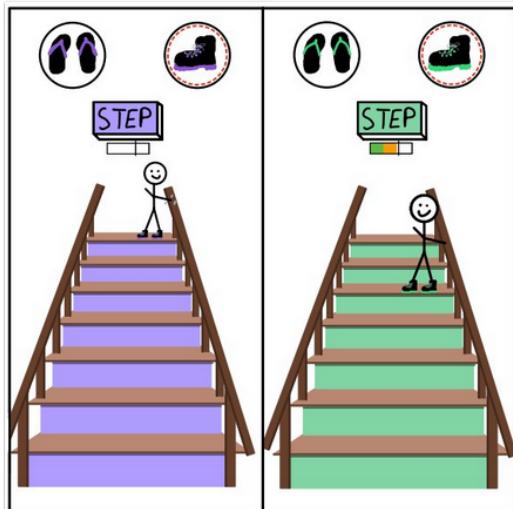
1. **Stair Master:** is a competitive stair-walking game designed for two players. Participants race against each other to see who can climb stairs the fastest while maintaining safety. The game emphasizes decision-making by introducing factors such as footwear selection and the use of the handrail. Players must strike a balance between speed and caution to succeed. The game aims to engage users with an entertaining approach to promoting stair safety while subtly educating them on the importance of safe practices.
2. **StAIR:** is a humorous and interactive tool that generates AI made images of people falling down stairs. While this concept plays on humor, it serves as a reminder of the consequences of neglecting safety. The image-generation process integrates safety messages, ensuring users receive valuable advice while engaging with the entertaining visuals. By combining amusement with awareness, StAIR provides a unique way to stress the importance of staying vigilant on stairs.
3. **TikTok-Brain:** Inspired by apps like TikTok, TikTok-Brain is a short-form video scroller that engages users with engaging, randomized videos displayed at the bottom of the screen. Safety messages are prominently displayed at the top, creating a dual focus that both entertains and educates. This concept eliminates traditional social interactions such as likes, comments, and shares, simplifying the experience to prioritize safety messages.



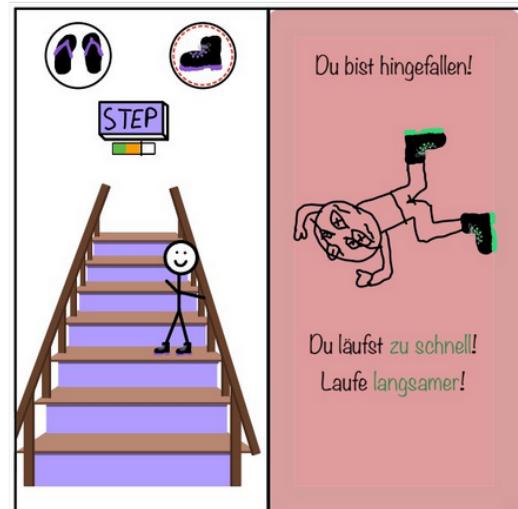
(a) Tutorial Screen



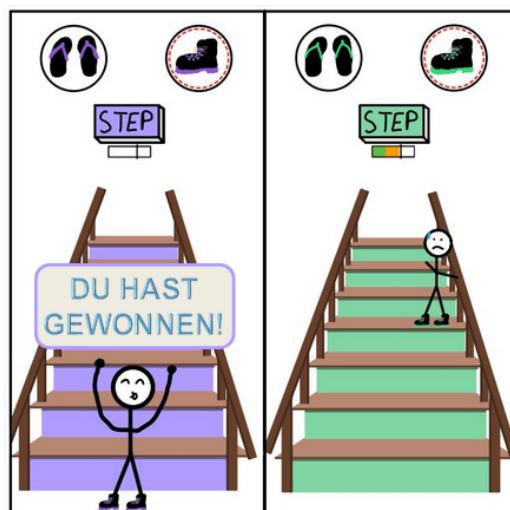
(b) Death Screen



(c) Progressing Gamestate



(d) Second Death Screen



(e) Winning Screen

Figure 1: Stair Master Game



(a) Idle Screen



(b) Loading Screen

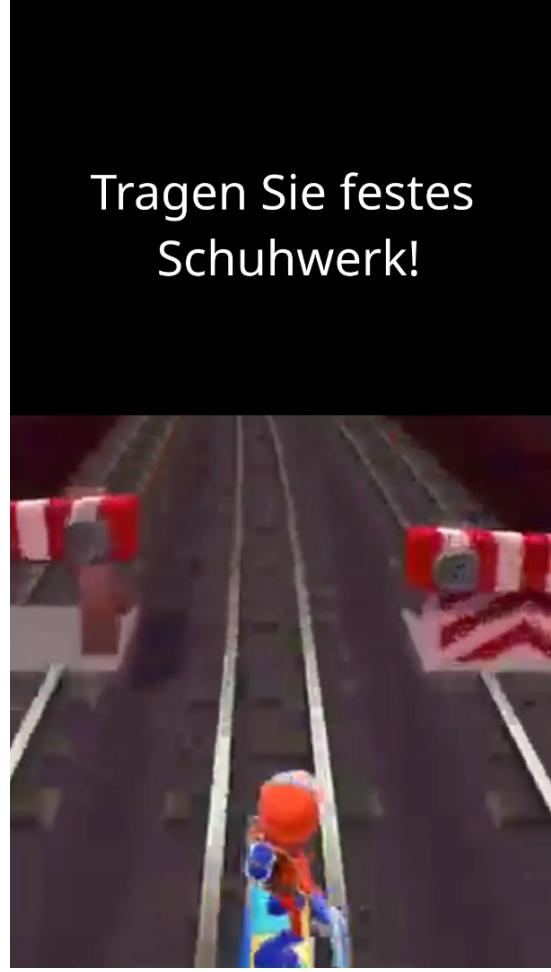


(c) Image presentation Screen

Figure 2: StAIR AI Image Generation



(a) Video before Swipe



(b) Video after Swipe

Figure 3: TikTok-Brain

3.2 Selected Concept Designs

This section draws from pro-con analysis tables derived from user feedback collected in earlier surveys. It details the advantages and drawbacks of the designs for Stair Master, StAIR, and TikTok-Brain. The feedback-driven tables offer essential insights into user preferences and engagement, helping to explain the selection process and potential impact of each design on promoting safety awareness. This evaluative approach emphasizes the user-centered design process and highlights the importance of empirical feedback in refining and finalizing the concept designs.

In addition to the survey, a presentation followed by a voting session was conducted, where Stair Master accomplished 1 vote, StAIR accounted 2 votes, and TikTok-Brain achieved 11 votes. Having 22% of the total votes positioned TikTok-Brain as the most favored concept among all 21 design concepts presented.

Stair Master Game (1 vote)

Pros	Cons
<ul style="list-style-type: none"> The majority enjoys playing minigames Social Gaming Interest Gaming Engagement 	<ul style="list-style-type: none"> Does not catch much interest Few positive feedback

Table 1: Pro + Con analysis for Stair Master

StAIR AI Image Generator (2 votes)

Pros	Cons
<ul style="list-style-type: none"> • Humor Preference • Catches attention because of AI use • Simple User-Interface 	<ul style="list-style-type: none"> • Humor is subjective • Potential Insensitivity • Attention may only focus on AI

Table 2: Pro + Con analysis for StAIR

Stair TikTok-Brain (11 votes)

Pros	Cons
<ul style="list-style-type: none"> • High Engagement with Memes and Humor • Everyone spends time on short-form streamer daily • Clear Warning Placement 	<ul style="list-style-type: none"> • Lower Engagement with Short-form Video • Attention may only focus on videos

Table 3: Pro + Con analysis for TikTok-Brain

Voting Result of 21 Ideas

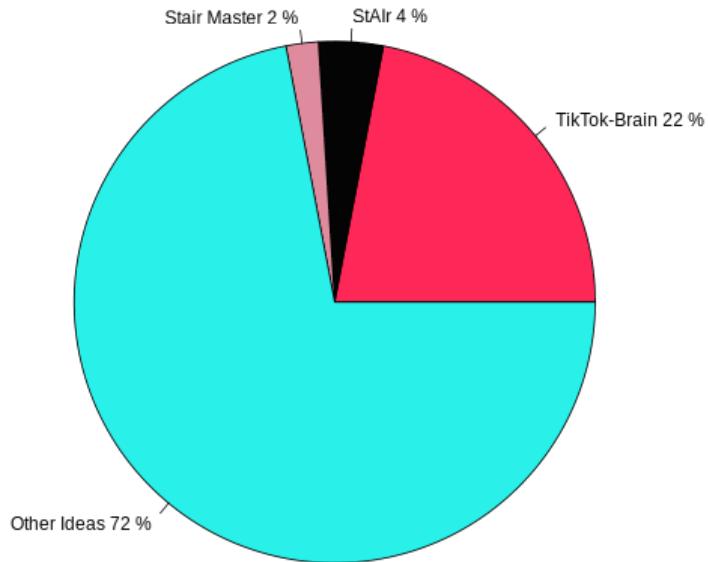
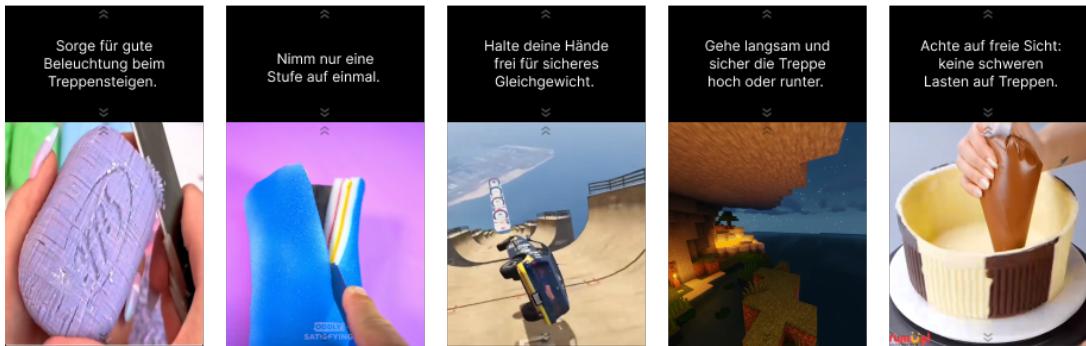


Figure 4: Presentation Voting Results

3.3 Prototyping

We selected TikTok-Brain as the final design concept because it aligns strongly with user feedback, engagement potential, and our core objective of promoting safety awareness. This decision was informed,

as already mentioned in the previous section, by a thorough pro-con analysis based on user feedback from earlier surveys and validated by a voting session involving all 21 design concepts.



(a) Storyboard



(b) User Flow

Figure 5: Lo-fi Prototype of TikTok-Brain

Component	Description	Functionality
Video Display Area	Fullscreen area to show videos.	Displays a single video at a time, taking up the bottom part of the screen.
Swipe Navigation	Gesture-based navigation for moving through videos.	Swiping up loads the next video; swiping down loads the previous video.
Random Video Loader	Logic that fetches a random video to display.	Randomly selects and loads a video from the video pool whenever a new video is required.
Text Overlay Area	Area at the top of the screen for text that accompanies each video.	Displays a random line of text (e.g., a phrase or quote) that's paired with the video.
Video-Text Randomizer	Logic that pairs random videos with random text.	Ensures that each video is matched with a different text overlay each time it appears, maintaining freshness.
Interface Background	Background color or visual design behind the video display.	Provides visual consistency or mood but stays unobtrusive to keep focus on video and text content.
Loading Indicator	Small icon or animation that shows when new content is being loaded.	Briefly appears when the app fetches a new random video or reloads the feed.
No Interaction Buttons	No buttons for like, comment, or share, emphasizing simplicity.	Only swipe gestures are recognized; no additional UI elements for social interactions.
Error Handling Display	Fallback message or visual when loading fails.	Displays an error message if a video fails to load, with a prompt to restart the application.
Auto Swipe Animation	Animation that mimics a swipe if there's no interaction for a while.	After a set period of inactivity, automatically performs a swipe animation to move to the next video, keeping the experience engaging.

Table 4: Functionality of Design Interface Components

4 Project Report

4.1 Lessons Learned

Throughout the TikTok-Brain project, there have been several valuable insights that will influence future work practices. The use of iterative design and continuous user feedback have greatly helped to improve our concept and demonstrated that early and frequent user involvement leads to more effective solutions. The structured approach for the generation of ideas, starting from individual brainstorming before moving to collective refinement, has shown how the combination of independent thinking with collaborative evaluation can create more diverse and innovative concepts. A particularly valuable lesson was the importance of simplification: by removing traditional elements of social media such as likes and comments, we have created a more focused user experience that better serves our main goal of promoting security. The progression from survey-based research to persona development, followed by a structured

pro-contra analysis, has provided a solid framework for the decision-making process which can be applied to future projects. We have also learned that even seemingly simple applications benefit from in-depth usability tests, as user interactions often reveal unexpected insights into interface design and content delivery. The project highlighted the challenge of balancing engagement with educational content and taught us that entertainment and learning are not necessarily mutually exclusive when properly integrated. Furthermore, the experience of working with various digital tools (LaTeX, Gimp, Krita) has emphasized the importance of choosing suitable technologies for different phases of any project. Moving forward, the creation of detailed documentation throughout the development process, and not just in the end, will be essential to maintain the clarity of the project and allow effective team communication.

4.2 Capacity Plan

One significant aspect that emerged during the planning and execution phases of our project was the initial miscalculation of available capacity. While the project plan was developed with the assumption of a maximum capacity of 200 hours, we discovered during implementation that the actual working capacity was only 160 hours. This discrepancy necessitated adjustments in time allocation and prioritization across various tasks. The detailed breakdown of planned versus actual time, along with results for each task, is presented in Table 5.

The table highlights variances in specific activities where the actual time was either reduced due to capacity constraints, required less time than anticipated, or exceeded the plan due to unforeseen complexities. For instance, while sketching and storyboarding were initially planned for 30 hours, only 12 hours were spent due to reprioritization. Similarly, the time allocated to presentations and reports was significantly reduced due to the shorter presentation time, which was only discussed after the capacity plan was created. Despite these challenges, the adjustments ensured that the project objectives were met within the revised capacity limits.

Tasks	Results	Planned Time	Actual Time
Idea Development	28 ideas	26 hours • 20-30h idea development • 6h refinement	29 hours • 20h idea development • 9h refinement
Creating and Conducting Interviews	20-question interview, Personas	12 hours • 4.5h create interview • 1.5h conduct • 3h analyze • 3h Personas	13 hours • 5h create interview • 2h conduct • 3h analyze • 3h Personas
Pro - Con and Narrowing Down	3 final ideas	7.5 hours • 6h Pro - Con analysis • 1.5h narrowing down	6 hours • 5h Pro - Con analysis • 1h narrowing down
Sketches and Storyboards	Detailed storyboards	30 hours • 15h sketches • 15h storyboards	12 hours • 12h sketches
Prototype Development and Evaluation	Best prototype selected	24 hours • 9h creation • 15h evaluation and finalization	21 hours • 9h creation • 12h evaluation and finalization
Presentations and Report	Professional presentations and final report	74 hours • 30h first presentation • 24h final presentation • 20h report creation	58.5 hours • 13.5h first presentation • 9h final presentation • 36h report creation
Buffer		~25h	~20.5h
Total Time		~173.5h	~139.5h

Table 5: Capacity plan

4.3 UX Challenges

Developing a TikTok-like application to promote stair safety awareness presented several unique UX challenges that required careful consideration. First, understanding the user was not a trivial task. As described earlier, conducting surveys, creating personas, and presenting ideas with a vote helped enormously in understanding user needs.

A major challenge was balancing engagement with awareness. The captivating nature of video content can distract users from the security message at the top of the screen. While this may be true, this type of video has proven that after a period of time, the user will eventually look up the safety tip.

Another challenge was to ensure the clarity of the safety message. Users may find it difficult to focus on or understand the text while captivated by the video. The safety message needed to be concise, visually distinct, and easy to read, using large fonts, high contrast, and plain language.

A potential risk was that the application might distract the stair walker, increasing the likelihood of an accident. To mitigate this, the screen is positioned off to the side of the stairs so that the captivating video is not visible while the user is on the stairs. Accessibility was another critical factor. Users with visual impairments or cognitive disabilities may find it difficult to engage with the content. Unfortunately,

this is an issue that this idea cannot address.

While social features such as likes and comments are excluded for simplicity, this could lead to a lack of interactivity, potentially reducing user engagement. Alternative forms of interaction, such as swiping through safety messages or an auto-playing video queue, can provide a sense of activity without overwhelming users.

Content fatigue is another challenge, as repeated exposure to similar videos and messages can lead to disengagement. To address this, the video library and safety messages should be regularly updated with varied content.

A Appendix

A.1 Initial Ideas

A.1.1 Ole's Ideas

1. **Barrier:** Barrier at the staircase; you can only proceed if you've completed a survey or something entertaining.
2. **Meme Generator:** Use memes to grab attention, potentially with dark humor (e.g., "saving grandma by using the handrail"). Includes an interactive element like swiping memes, possibly with a Tinder-like feature.
3. **Stats:** Authenticate at a board before using the stairs. Tracks how often and for how long you use the handrail to provide incentives.
4. **Minigame with Competition:** A leaderboard for a random mini-game. After the game, a small safety message, e.g., "Use the handrail, grandma!"
5. **Safety Quiz:** Users answer questions by tapping the correct responses, e.g., "What helps prevent falls?"
 - a) Use the handrail
 - b) Walk quickly
 - c) Turn off the lights
6. **Stair Safety Race:** Users tap rapidly to remove obstacles like loose rugs or spilled water on a virtual staircase before an animated figure reaches the stairs.
7. **Safety Builder:** Users create a safe staircase by tapping to add features like anti-slip strips, handrails, or lighting.
8. **Personal Safety Coach:** Users choose a profile (e.g., "Senior," "Child," "Adult"). The board shows tailored safety tips
9. **Progress Tracker:** Users tap "Mastered the stairs!" after each climb. The board shows progress toward a motivational goal
10. **Safety Avatar Design:** Users create a personalized avatar. The avatar is used in stair animations.

A.1.2 Markus' Ideas

1. **Newspaper AI:** Generates humorous fake news articles involving stairs, with a theme switcher between tabloids and news.
2. **Stair Gamba:** Raffle with phrases and potential cafeteria prizes.
3. **StAIR:** Generates stair-related phrases in an image using a Flux LoRA model.
4. **Stair Stats:** Half-fictional, half-real statistics, e.g., "How many grandmothers die annually from stairs?"
5. **TikTok Brain:** Displays text phrases with a Subway Surfers-style video in the background, switchable with a click.

6. **Stair-Memory:** Users play a memory game with safety measures.
7. **Reflex Test:** Users tap quickly on flashing symbols like a Handrail while ignoring distractions like a peeled banana.
8. **Interactive Step Counter:** Users input the number of steps in the staircase by tapping or swiping.
9. **Virtual Stair Climb:** Users tap or swipe steps on the board to safely climb. The game simulates safe stair usage.
10. **Shoe Checker:** Users select their shoe type. The board evaluates the suitability and gives tips.

A.1.3 Diba's Ideas

1. **Stair Master:** A mini-game on the board where players compete in a 1v1 stair-climbing race.
2. **Hidden Object Game:** Users identify potential dangers in a detailed picture.
3. **Escape Room:** A staircase-themed escape room where users repair stairs to progress.
4. **Click Adventure:** A click adventure game involving staircase descent screens and small puzzles (essentially a quiz).
5. **VR Adventure:** Similar to the click adventure but in virtual reality.
6. **Speed Simulator:** Users select a speed by tapping. An animation shows the outcomes:
 - Fast = Tripping
 - Slow = Safe ascent
7. **Stair Checklist:** Users check safety questions on the board before climbing
8. **Interactive Light:** Users adjust the lighting with the board. Dim lighting reveals hazards; optimal lighting eliminates them.

A.2 Personas

Persona	Estimated Representation (%)
Persona 1: Engaged Gamer	30-35%
Persona 2: Casual Scroller	25-30%
Persona 3: Short-Form Enthusiast	10-15%
Persona 4: Minimalist Student	5-10%
Persona 5: Hyperactive	15-20%

A.2.1 Persona 1: “The Engaged Gamer”

- **Age:** 21
- **Social Media Usage:** 2-3 hours per day
- **Short-form Video Consumption:** 1-2 hours per day
- **Print Media:** Reads books and occasionally checks newspapers
- **Preferred Media:** Strongly prefers digital media
- **Gaming Habits:** Loves RPGs and plays games online daily. Enjoys social gaming, including minigames with friends and escape rooms. Curious about VR gaming.
- **Humor:** Prefers black humor
- **Cafeteria Habits:** Regularly visits the cafeteria, but would definitely go more often with a free voucher.
- **Boredom during Breaks:** Often experiences boredom during university breaks and would appreciate more engaging activities.

Motivations: They enjoy being deeply immersed in complex games like RPGs and appreciate humorous and interactive content. Their interest in social gaming and digital experiences like VR suggests they're motivated by both fun and social interaction.

A.2.2 Persona 2: “The Casual Scroller”

- **Age:** 23
- **Social Media Usage:** 1-2 hours per day
- **Short-form Video Consumption:** Less than 1 hour per day
- **Print Media:** Primarily reads books
- **Preferred Media:** Mostly consumes digital media but also appreciates traditional media occasionally
- **Gaming Habits:** Enjoys strategy and simulation games but plays online games less frequently, around 2-3 times a week. They like playing with friends, though they’re not always gaming every day.
- **Humor:** Enjoys a variety of humor, including silly and black humor
- **Cafeteria Habits:** Sometimes visits the cafeteria, more likely to go if there’s a free voucher available.
- **Boredom during Breaks:** Experiences boredom during breaks and is open to small social distractions like games or conversations.

Motivations: They’re driven by casual engagement with digital platforms and are moderately interested in gaming. Social connections and light entertainment like memes keep them engaged.

A.2.3 Persona 3: “The Short-Form Enthusiast”

- **Age:** 20
- **Social Media Usage:** 4-5 hours per day
- **Short-form Video Consumption:** 2-3 hours per day, primarily on TikTok and Instagram Reels
- **Print Media:** Rarely reads print media
- **Preferred Media:** Exclusively digital
- **Gaming Habits:** Prefers shooter and survival games but plays them casually with friends. Does not play games every day but participates in gaming when time allows.
- **Humor:** Enjoys everything from black humor to silly jokes.
- **Cafeteria Habits:** Often doesn’t visit the cafeteria unless there’s a voucher or incentive involved.
- **Boredom during Breaks:** Frequently experiences boredom and seeks entertainment through social media or mobile gaming.

Motivations: They are deeply engaged in social media and short-form content, primarily driven by entertainment. They prefer fast-paced games and content that’s quick to consume, aligning with their love for short-form videos.

A.2.4 Persona 4: “The Minimalist Student”

- **Age:** 24
- **Social Media Usage:** 0-1 hours per day
- **Short-form Video Consumption:** Rarely engages with platforms like TikTok, Instagram Reels, or YouTube Shorts
- **Print Media:** Engages with newspapers and posters more frequently
- **Preferred Media:** A balance between traditional and digital media
- **Gaming Habits:** Occasionally plays adventure and RPG games but prefers offline, single-player experiences. Not deeply invested in social gaming.
- **Humor:** Irony and black humor resonate the most with them
- **Cafeteria Habits:** Does not often visit the cafeteria, even with incentives like vouchers.

- **Boredom during Breaks:** They rarely experience boredom as they usually engage with their personal projects or read during downtime.

Motivations: This persona is motivated by a simpler, more minimalistic lifestyle with little social media engagement. They prefer traditional forms of entertainment like books or offline games.

A.2.5 Persona 5: “The Hyperactive”

- **Age:** 25
- **Social Media Usage:** 3-4 hours per day
- **Short-form Video Consumption:** 1-2 hours per day
- **Print Media:** Occasionally reads books
- **Preferred Media:** Digital media is the primary preference
- **Gaming Habits:** A fan of RPG and strategy games. Plays mobile games daily and enjoys minigames with friends. Open to VR games and engaging with novel gaming technologies.
- **Humor:** Has a diverse sense of humor, enjoying both irony and black humor
- **Cafeteria Habits:** Often visits the cafeteria, and would definitely go if they had a free voucher.
- **Boredom during Breaks:** Occasionally experiences boredom and looks for fun challenges, whether gaming or participating in real-world activities like escape rooms.

Motivations: They are driven by a sense of adventure and risk, both in their gaming preferences and in real-world scenarios. They’re open to participating in gambling activities if the stakes are appealing.

A.3 Interview

Table 7: Average Daily Social Media Usage with 29 participants

Time Spent	Number of Participants
0-1 hours	4
1-2 hours	12
2-3 hours	8
4-5 hours	2
More than 5 hours	3
No time spent	0

Table 8: Average Daily Consumption of TikTok, Instagram Reels, YouTube Shorts with 28 participants

Time Spent	Number of Participants
0-1 hours	11
1-2 hours	9
2-3 hours	5
4-5 hours	1
More than 5 hours	2
No time spent	0

Table 9: Reading Print Media with 28 participants

Options	Number of Participants
No	6
Books	19
Newspapers	7
Posters	5

Table 9: Reading Print Media with 28 participants

Options	Number of Participants
Calendars	4

Table 10: Preference for Traditional vs. Digital Media with 28 participants

Option	Number of Participants
Traditional media	2
Digital media	16
Both	Approx. 9
None	Approx. 1

Table 11: Opinion on Memes and Humorous Content in Social Media with 28 participants

Response	Percentage
Good	100%
Bad	0%

Table 12: Favorite Gaming Genre with 28 participants

Genre	Number of Participants
Action	4
Adventure	3
RPG	15
Strategy	7
Shooter	8
Survival	3
Simulation	4
Sports	0
Racing	3
Other	3
Does not play games	2

Table 13: Opinion on Escape Rooms with 28 participants

Response	Percentage
Good	80%
Bad	20%

Table 14: Enjoyment of Playing Minigames Against Friends with 28 participants

Response	Percentage
Good	80%
Bad	20%

Table 15: Occasional Games with Friends with 28 participants

Response	Percentage
Good	80%
Bad	20%

Table 16: Frequency of Playing Online or Mobile Games with 28 participants

Frequency	Number of Participants
Daily	13
Frequently during the week	7
Rarely	7
Never	2

Table 17: Do You Like VR Games? with 28 participants

Response	Percentage
Good	60%
Bad	40%

Table 18: Would You Participate in Gambling if There Is a Chance to Win Money? with 28 participants

Response	Number of Participants
Yes, definitely	7
It depends	9
Never	12

Table 19: How Do You Call ‘That’ Thing? with 28 participants

Response	Number of Participants
Geländer	16
Handlauf	3
Other	9

Table 20: Have You or Someone You Know Ever Fallen Down Stairs? If Yes, What Were the Circumstances? with 28 participants

Response	Number of Participants
No, I don’t know anyone	6
Looking at phone	6
Slipped	12
Tripped	17
Pushed	7
Not paying attention to surroundings	4
Other reasons	4

Table 21: How Would You Describe Your Humor? with 26 participants

Type of Humor	Number of Participants
Black humor	8
Silly humor	5
Everything	3
Irony	2
Other	8

Table 22: Do You Sometimes Experience Boredom During Breaks While at University or Work? with 27 participants

Response	Percentage
Yes	75%
No	25%

Table 23: Do You Like Statistics? with 27 participants

Response	Percentage
Good	70%
Bad	30%

Table 24: Do You Visit the Cafeteria? with 27 participants

Response	Percentage
Good	67%
Bad	33%

Table 25: Would You Visit the Cafeteria if You Had a Free Voucher? with 27 participants

Response	Percentage
Yes	95%
No	5%