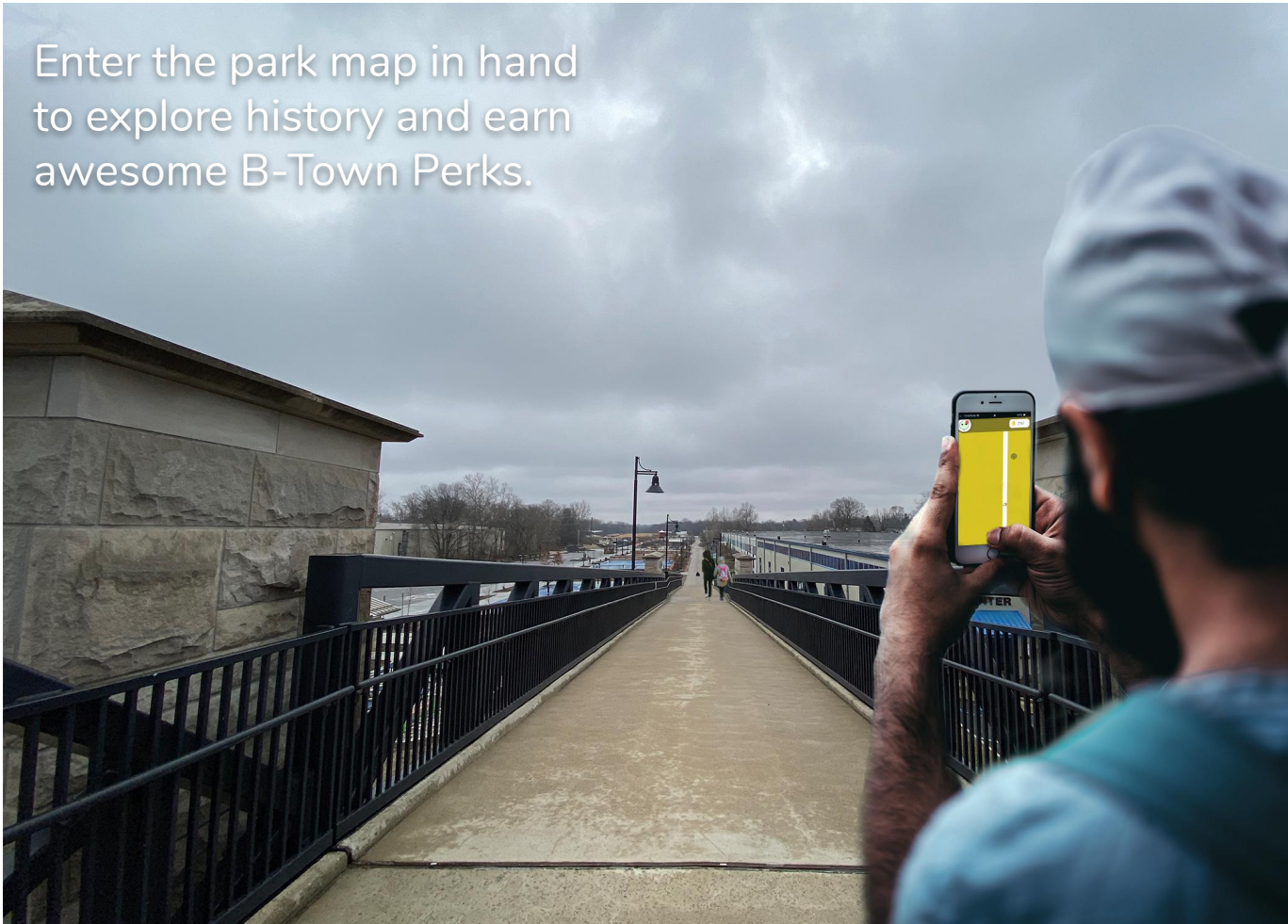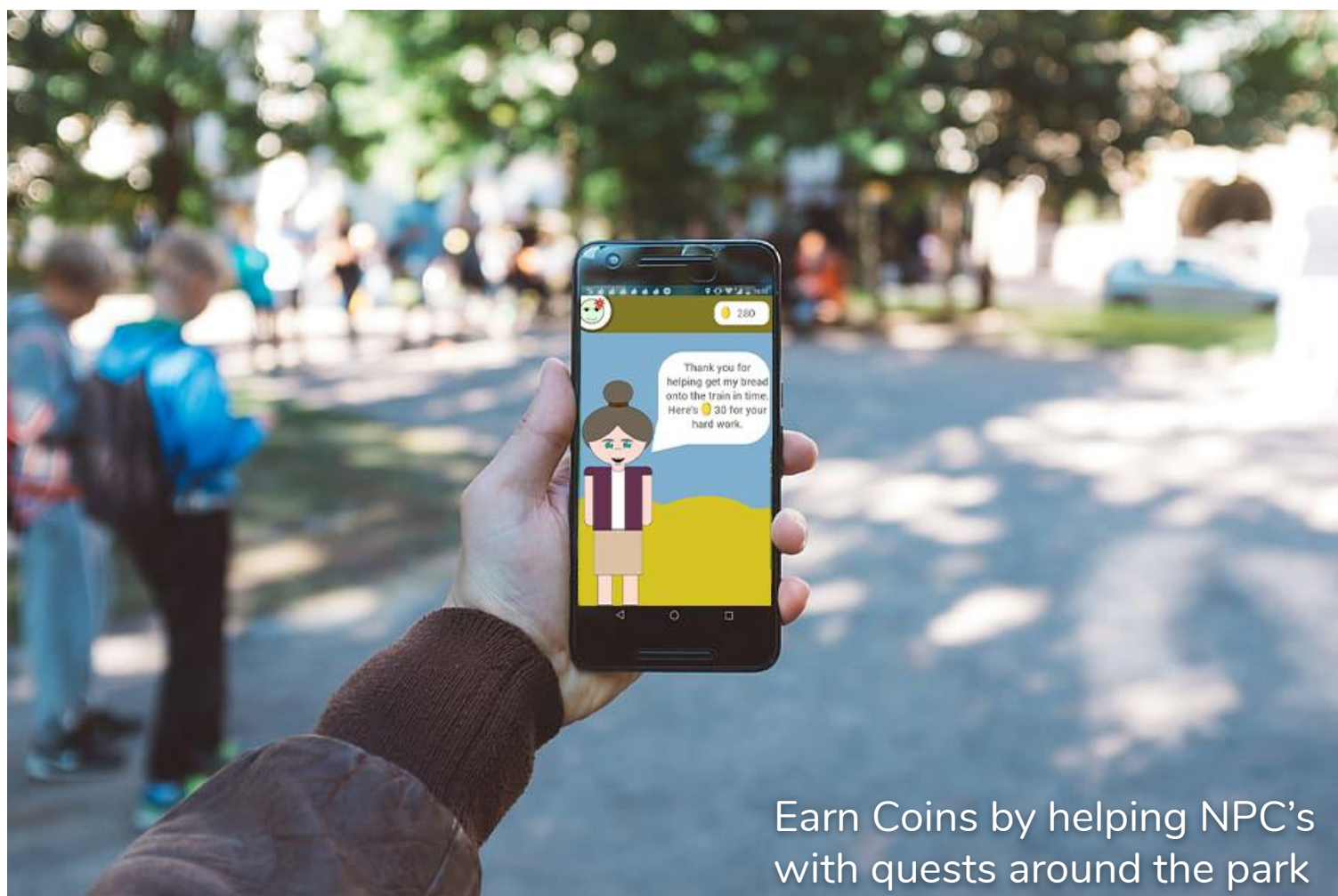Let's get a
Switchyard Experience

Nick Pak, Elizah Weating, Kristina Williams

Enter the park map in hand to explore history and earn awesome B-Town Perks.

Earn Coins by helping NPC's with quests around the park

Nick Pak, Elizah Weating, Kristina Williams. 2020 (04.27) Switchyard Experience. Spring 2020. Visual Foundations of HCI. 2 of 20

Search for time warps for a chance to see history in front of you and to get a reward!

Nick Pak, Elizah Weating, Kristina Williams. 2020 (04.27) Switchyard Experience. Spring 2020. Visual Foundations of HCI. 4 of 20
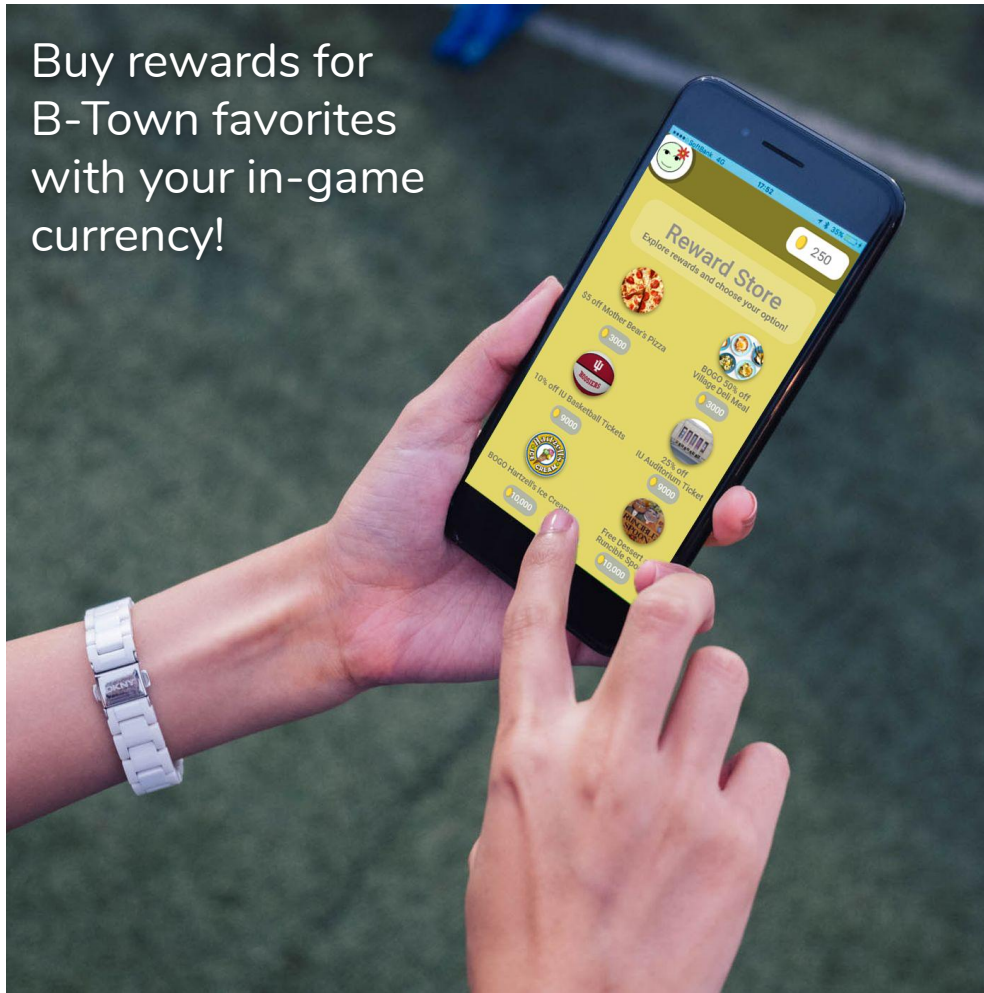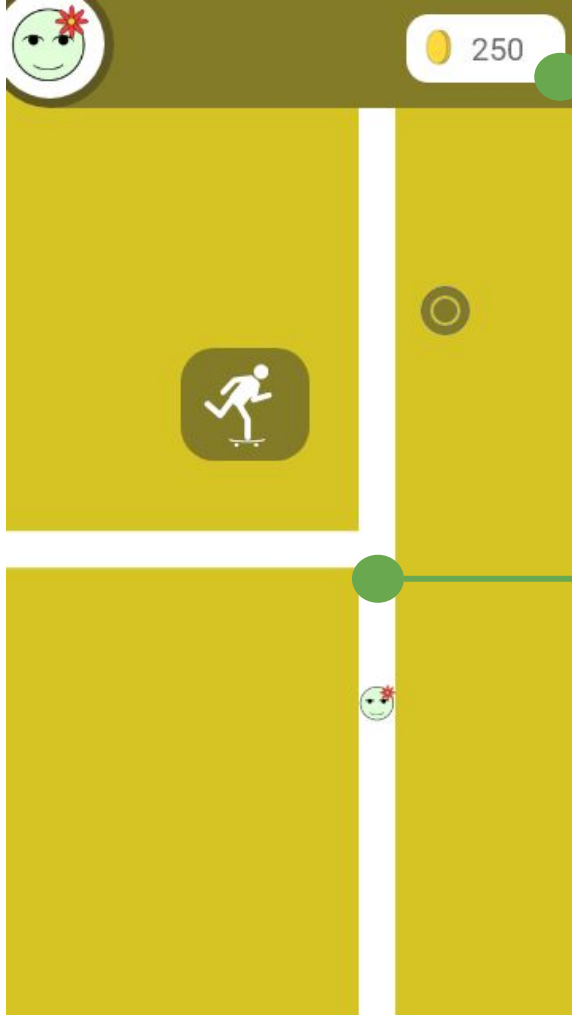
Customize your experience by collecting all the B-Town Avatars.
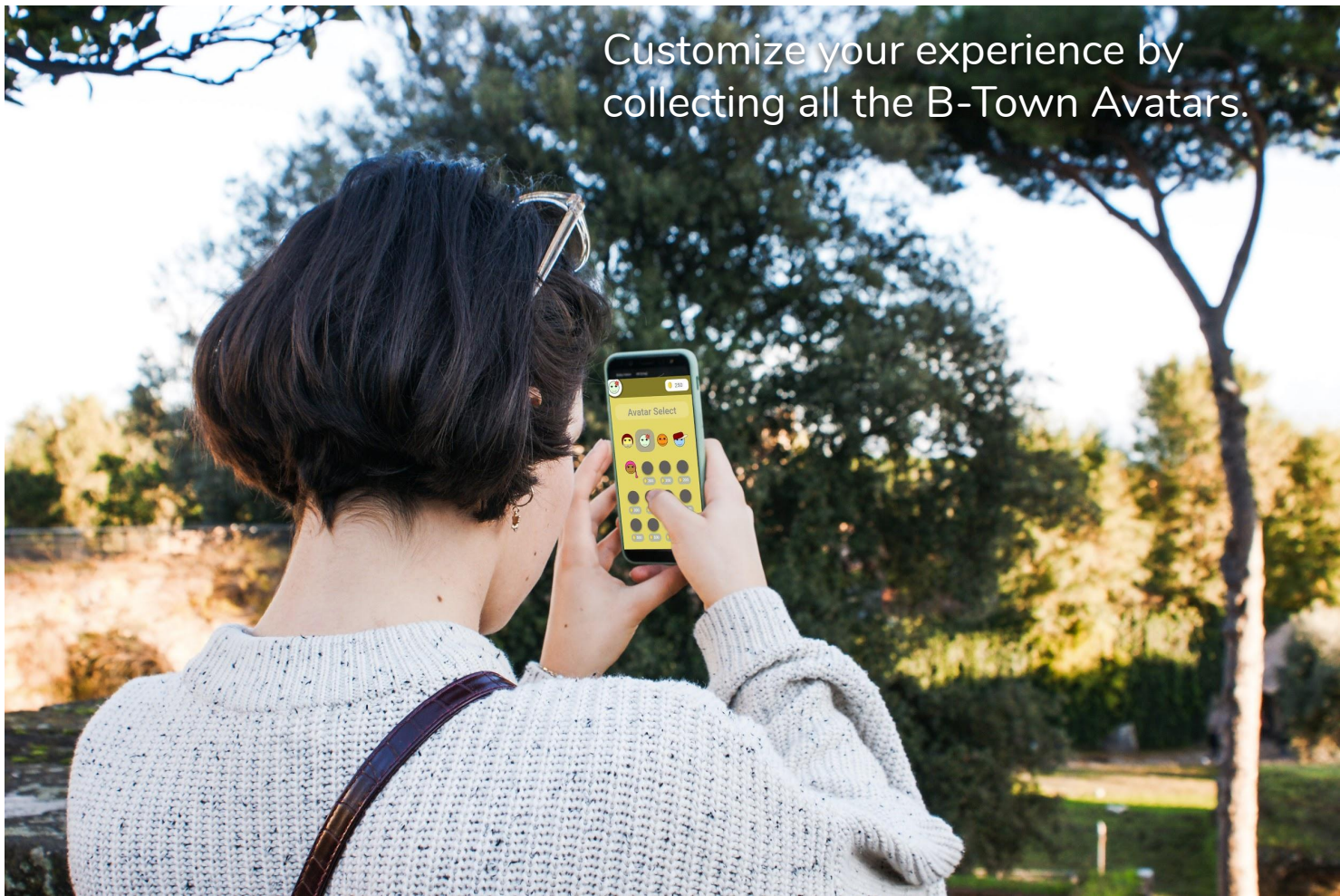
Buy rewards for B-Town favorites with your in-game currency!

A Closer Look

Amount of coin player has. Players can view how much coin they have.

Visual map that shows where player is located, where other players are located and where each quest is located.
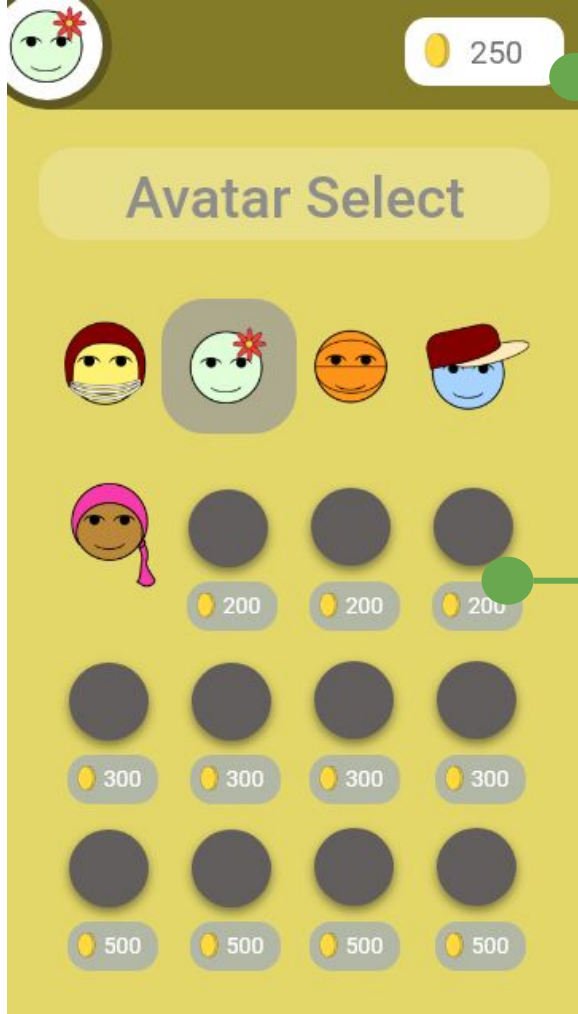
Amount of coin player has. Players can view how much coin they have.

Players get the message by interacting with the NPC. The image shows NPC rewarding the player with the coin.
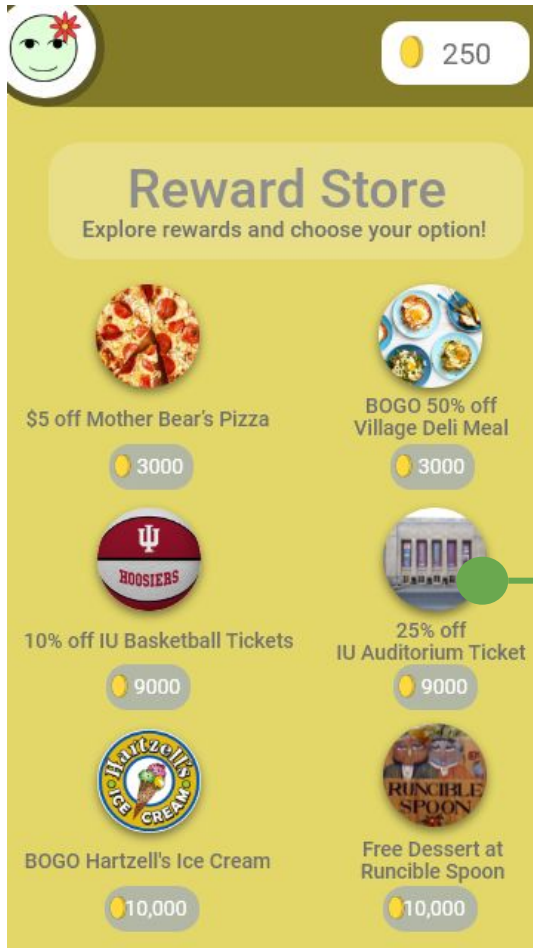
Players can earn coins by interacting with different before and after sliders once per day.

Players can earn coins through various actions and activities available throughout the game.

Players can use the coins they earn to buy new in game items.

Reward Store
Explore rewards and choose your option!

250

$5 off Mother Bear's Pizza
3000

BOGO 50% off Village Deli Meal
3000

10% off IU Basketball Tickets
9000

25% off IU Auditorium Ticket
9000

BOGO Hartzell's Ice Cream
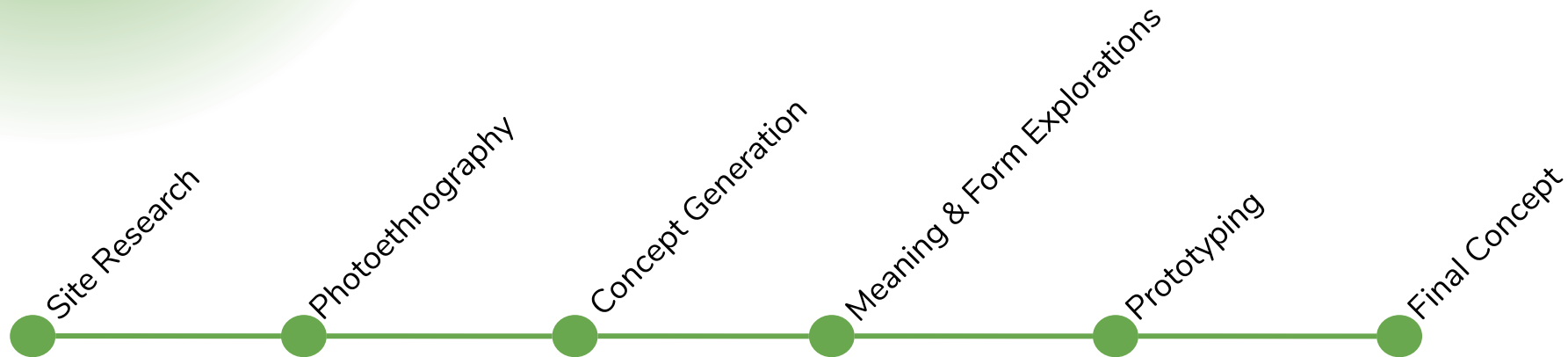10,000

Free Dessert at Runcible Spoon
10,000

Players can earn coins through various actions and activities available throughout the game.

With all the coins collected in the game, players can purchase rewards such as food meal deals, concert tickets and etc.
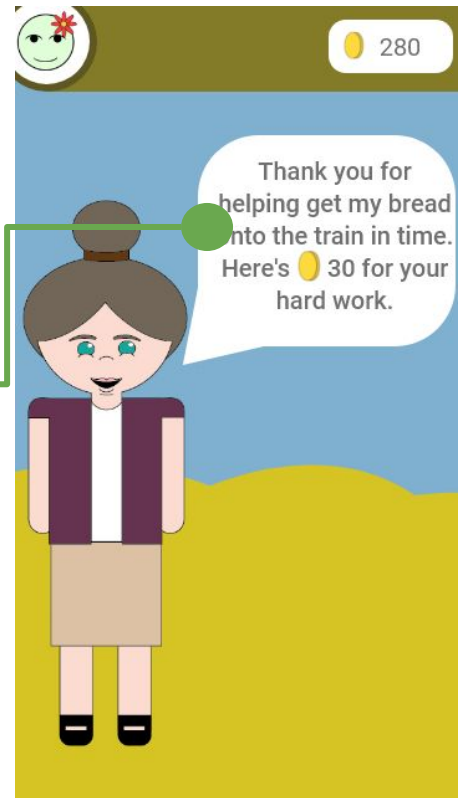
The Journey Here

How we got here

Site Research — Photoethnography — Concept Generation — Meaning & Form Explorations — Prototyping — Final Concept

Site Research

Our site research revealed that history was important to the community and that the park had a lot of it.

To reflect this, we've included tasks and quest centered around the historical value the park has.

Photoethnography

Our photoethnography demonstrated to us the many different ways that people utilize the park
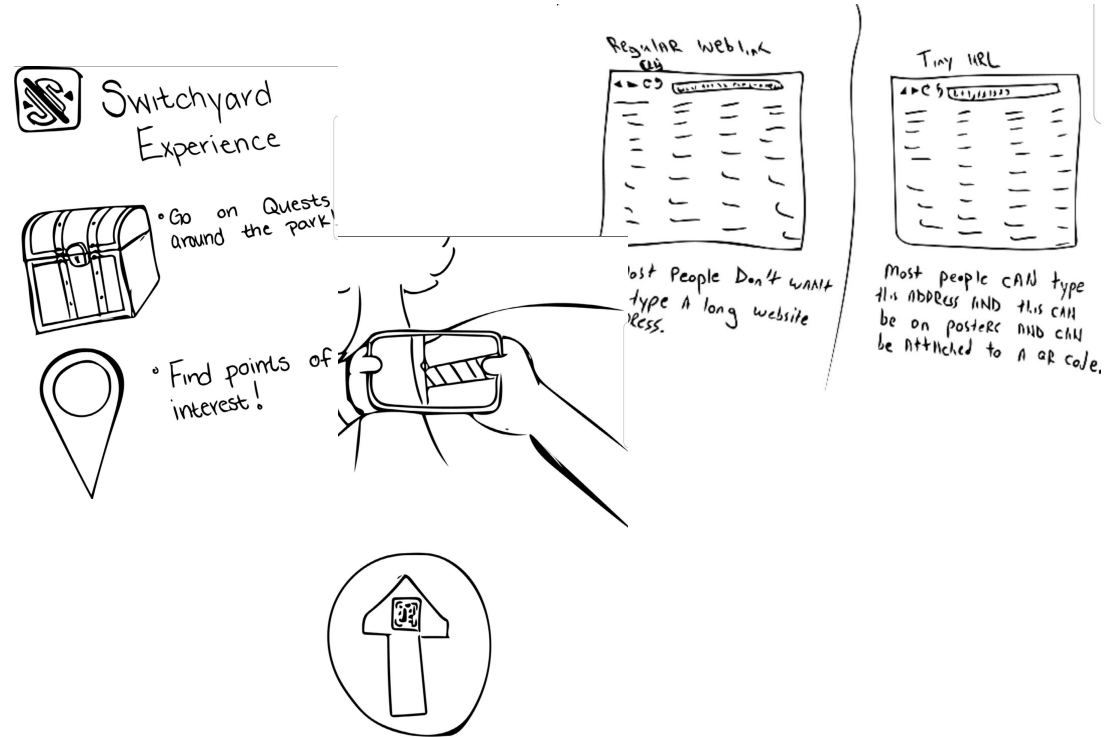
We wanted to reflect that by utilizing photos to draw attention to different parts of the park.

Concept Generation

Our concept generation provided us with a number of really cool ideas that we ended up merging into the final design.
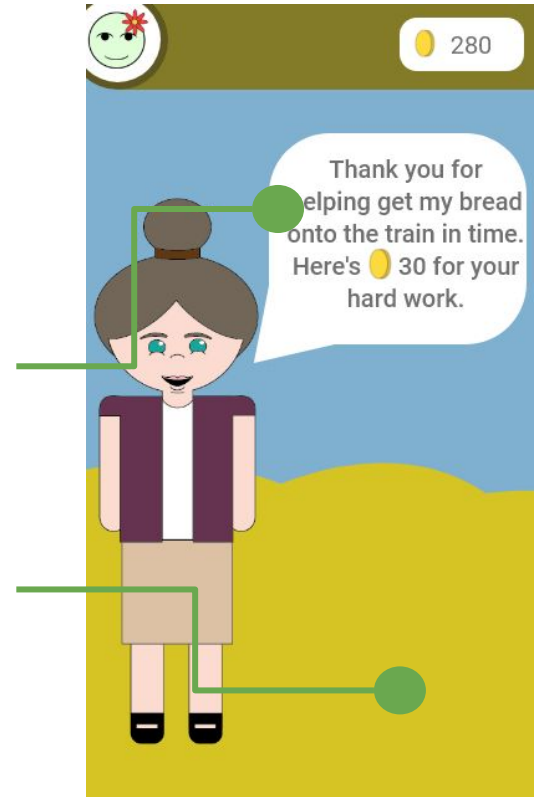
Exploring Meaning & Form

During our meaning and form exploration, we found that we really valued inclusivity and adventure.

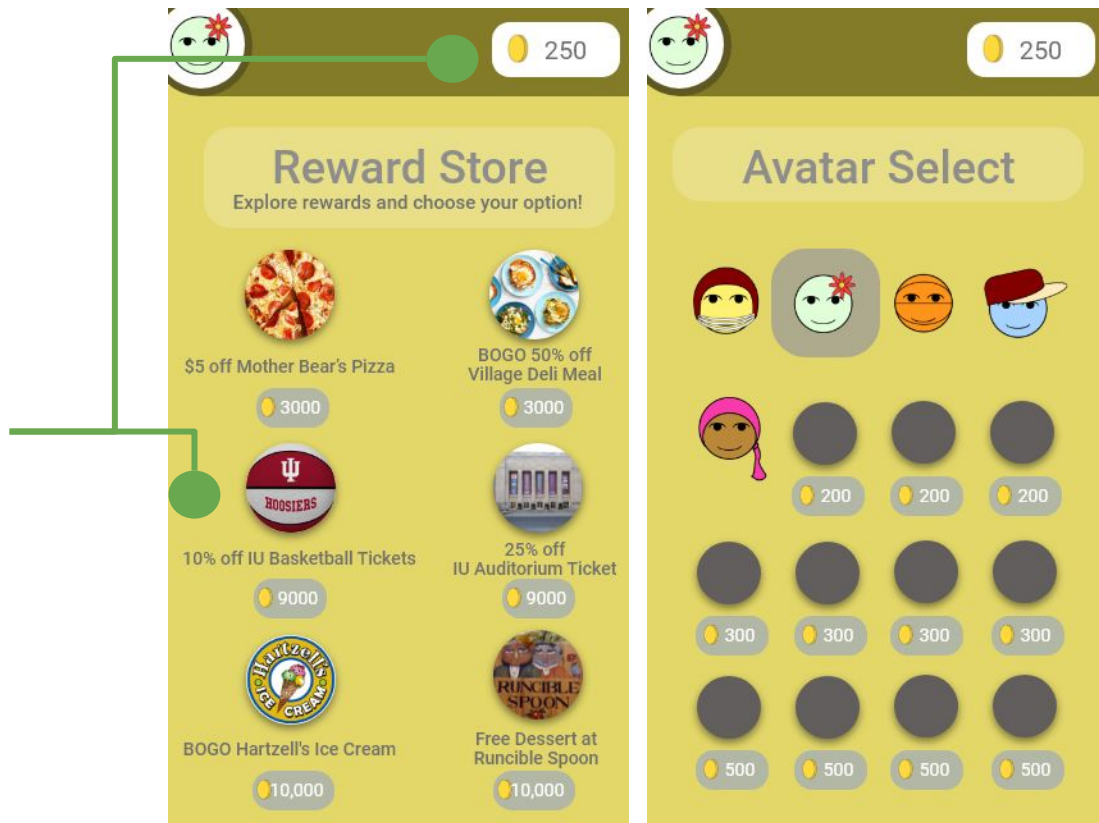To reflect this, we've utilized quests for a sense of adventure.

To reflect this, we also wanted to utilize colorblind safe coloring.

Prototyping

Our prototype deployments showed that our game didn't provide enough motivation to play.

To solve this, we've added a coin system and different rewards aimed at different types of players.

Photo Credits

Original Photos By

1. Flemming Fuchs on Unsplash
2. Pauline Loroy on Unsplash
3. Dewang Gupta on Unsplash
4. Nick Pak
5. Elizah Weating

Edited by

Kristina Williams