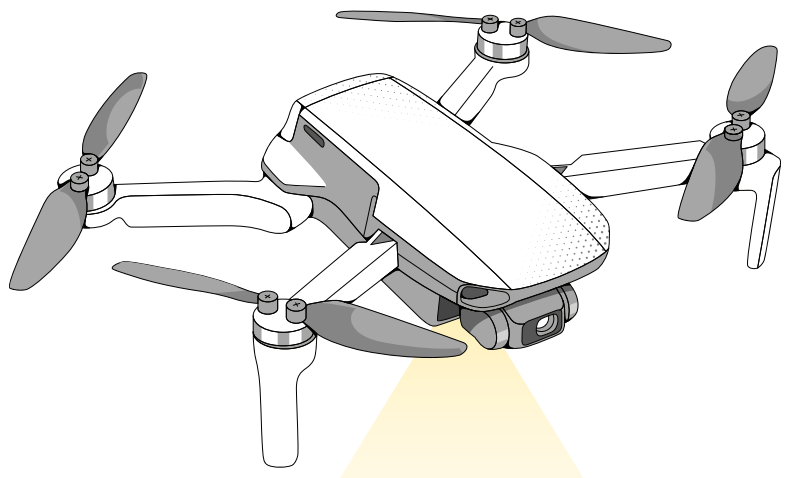# UQ HIDDEN TREASURES

by Team Hamilton the Sheep

Our Concept

We aim to build a treasure hunt-esque game around UQ, comprised of projected installations from drones. This links from the starting common space of the Great Court to lesser known, unique spots around the campus. The games are location specific, and upon successful completion, leads the user via clues to the next game, discovering another hidden spot. Since some games are designed to be played by more than a single person, this promotes social interaction and exploring more of UQ together.

Our Domain

We found that many students, especially first years, felt a detachment from the campus grounds since COVID hit. They felt a lack of knowledge of what UQ has to offer, as well as not having engaging physical installations around campus. Our aim is to address this problem, promoting engagement with the campus and each other, while discovering more of the space.

Other Ideas

Apart from those displayed below, a few other games were proposed for various locations.

- Behind Wordsmith's Cafe - Being where people go to relax, this suits the desired atmosphere for puzzles, as people would want to be separated from the stresses of uni. The stone slabs also serve as great tabletops for the puzzle to be displayed on, allowing people to stand or sit whilst working on them.
- Outside Building 37 - Near Schonell Theatre, it is ideal for a dance activity, potentially like Just Dance. As it is quiet and does not receive much traffic, it is less likely for users to feel self-conscious about being seen dancing
- Outside the Art Gallery - A sketching game where the resulting art work is projected onto a wall in a collection, or two people competing to cover a surface with the most "paint".
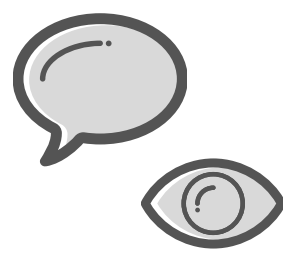
Our Design Process

The Research
STEP 01

We collated our individual domains and research to find common ground. we chose a domain, toyed with several concepts and did more research.
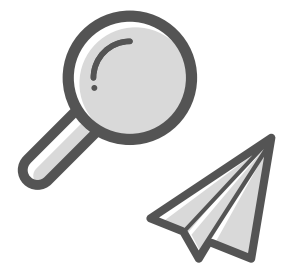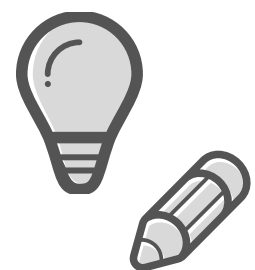
The Observation
STEP 02

We went around campus to explore and different potential locations and how students behaved. Interviews were conducted with key people.
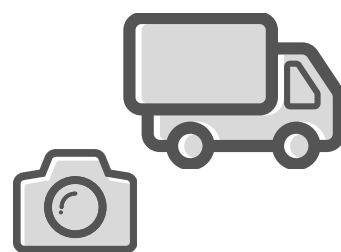
The Prototyping
STEP 03

Having the main idea, we built a simple soccer game, explaining the context, and conducted user testing with think aloud exercises, a demographic questionnaire with several quantitative questions, and interviews.

The Refining
STEP 04

With the insights from the user testings as well as the stand ups, we iterated on our designs, changing the concept from travelling across uni to finding hidden spots due to viability.

The Final
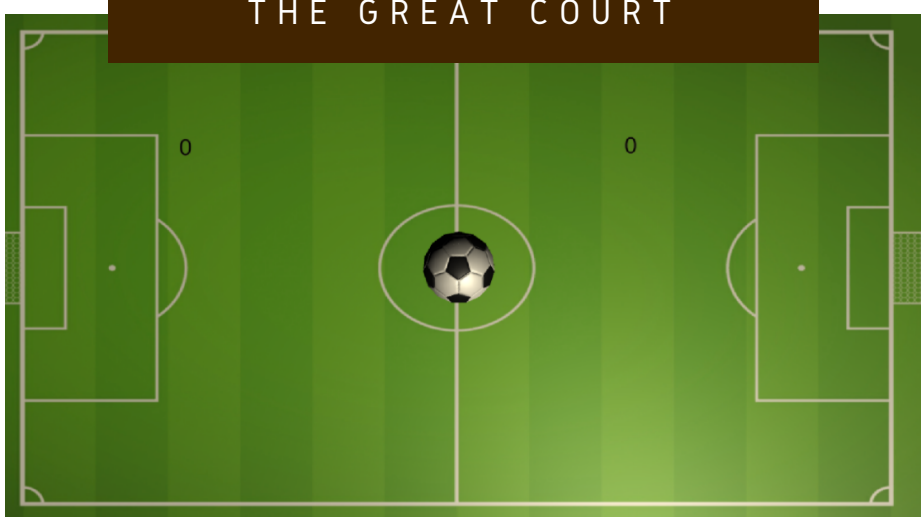**STEP 05**

Focusing on secret spots, we created two more games matching two other spots in uni to complete the trail. This is the prototype you see today!
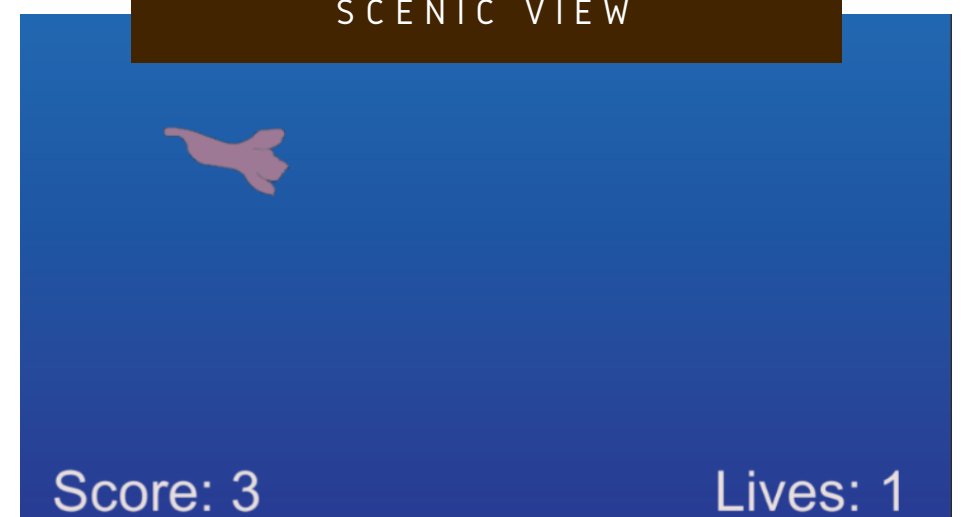
Our Prototypes

THE GREAT COURT

This prototype represents the soccer pong activity on a touch screen. In this activity, two players play to score points by shooting the ball into the other person's goal. Players control the ball by flicking it to shoot it in a direction of their choosing, or by touching the ball to stop. Once a player has a won, a clue will appear that guides them to the next installation.

BIG OL' WALL VENT

A Clue

To find the next game, seek out the location you have traced...

This prototype represents the drawing activity. In this activity the user is given a drawing of a location and is asked to draw the location to the best of their ability. This can either be done by touch or by mice input. Once time has run out, the user's drawing will appear here and they will have to find the location based on the original image.

SCENIC VIEW

Score: 3   Lives: 1

This prototype represents the tapping activity. In this activity, the user has to click on the jacaranda blossom before it falls to the bottom of the screen. Each successful click earns a point, and the user can fail three times before the game is over. The jacaranda blossom falls a little faster each time so the game becomes progressively more difficult.