

Strategy Plane

Is the content culturally appropriate?

The game is aimed at younger users primarily with an aim to train memory. It can also be enjoyed by older users on the harder levels and themes.

There is a jokes section for light hearted jokes and this is sanitised to ensure no inappropriate jokes are used at any time.

The game is therefore appropriate for all ages.

Is the content relevant?

There is multiple themes to be chosen, based on themes selected by younger children aged 7 and 4 ie princesses by the 7 year old girls and mining theme selected by 4 year old boy who has an interest in machinery. Depending on the level chosen more of the theme selected will become available.

What are the needs of the user and how we address them?

All children enjoy playing games and memory games are particularly good for cognition for all ages. The game therefore addresses the need of playing games and also at the same time builds on memory recall.

It has also been shown to improve cognition in the elderly and those with dementia.

What value can I bring?

Ensure the game is enjoyable with multiple different themes and levels and that it is easily navigable by younger users.