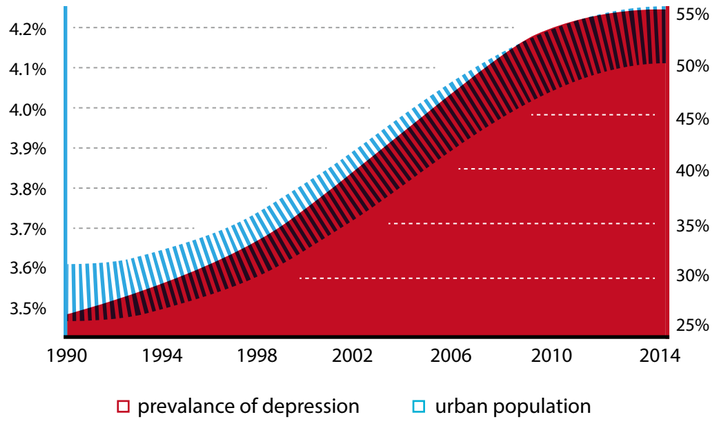
BACKGROUND

NEGATIVE EMOTIONS IN THE CITIES

Development of the modern made life more convenient, but also create new problems. Mental health problems is one of the seriu-os ones. In the emerging country China, the prevalence of depression rapidly increases, more and more people suffering from their negative emotions.

Positive correlation between prevalance of depression and urban population[1]



URBANIZATION

Urbanization in China increased in speed following the initiation of the reform and opening policy. By the end of 2016, 56.7% of the popula-tion live in the city.

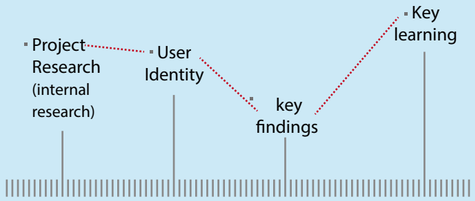
PREVALENCE OF DEPRESSION

The prevalence of depression increased worryingly as urbanization. Research says, the rapid change in society is among the main reasons cause the mental problems.

PROBLEM IDENTIFYING

THE MODEL OF THE PROBLEM

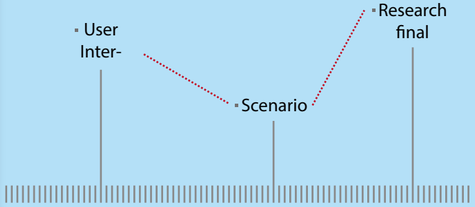
Using mind map to find the different forms of negative emotions and utilizing maslow's hierarchy of needs to analyze them.



APPROCHES EXAMING

THE PROCESS OF THE RESEARCH

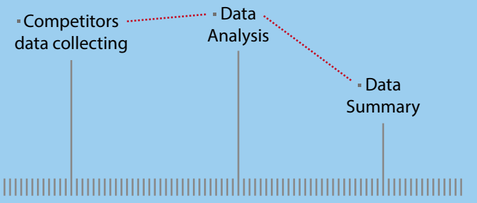
I called many of my friends to take part in the researching process.



BENCHMARK

THE COMPETITIVE RESEARCH

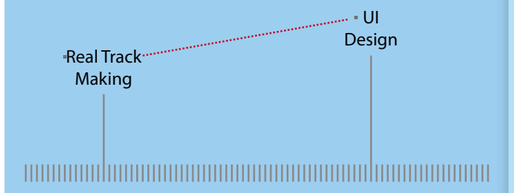
By analysing the data from potential competitors, I got some thinking about my work more clearly.



UI DESIGN

THE FINAL RESULT

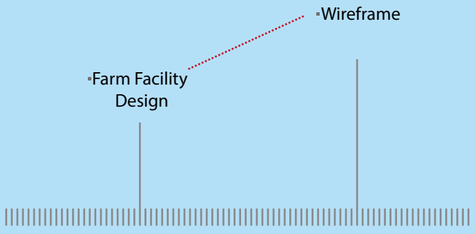
Finally, I got a quite good feedback from my classmates who has been tested, from design to the whole experience.



WORKFLOW &WIREFRAME

THE PROCESS OF THE MAKING

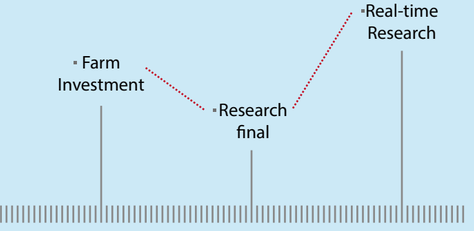
I designed wireframe and started to design UI and made some user testing.



SOLUTION

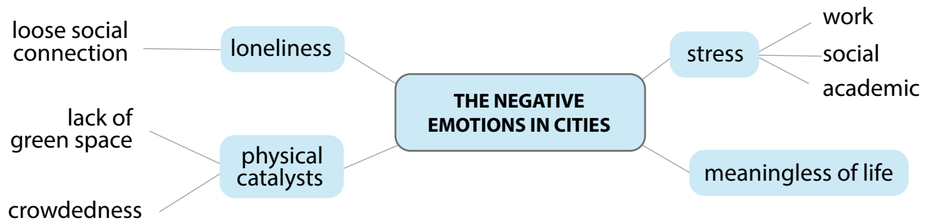
THE OUTCOME PREDICTION

I made some experiments about how things work in farm in reality, and I started to design an app for the game.

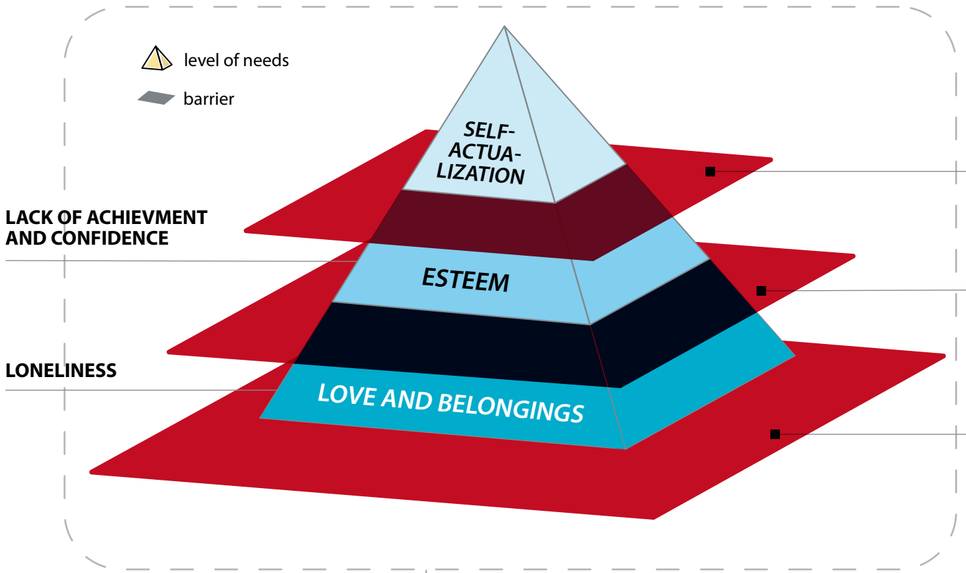


Problem Identifying

1 USING MIND MAP TO DETAIL THE PROBLEM



2 MODELING THE PROBLEM BASED ON MASLOW'S THEORY OF HIERARCHY OF NEEDS



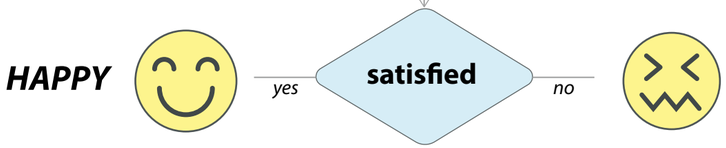
LACK OF ABILITIES AND OPPORTUNITIES

HIGHLY COMPETITIVE ENVIRONMENT

The modern obesess with efficiency raises the standards of **achievement and success**, which also trigger the prevalence of **low self-esteem**.

ATOMIZATION OF SOCIETY

The individuals in the society have the tendacy to focus on **self-insterests**, operating **as separate atoms**.



PRESSURE

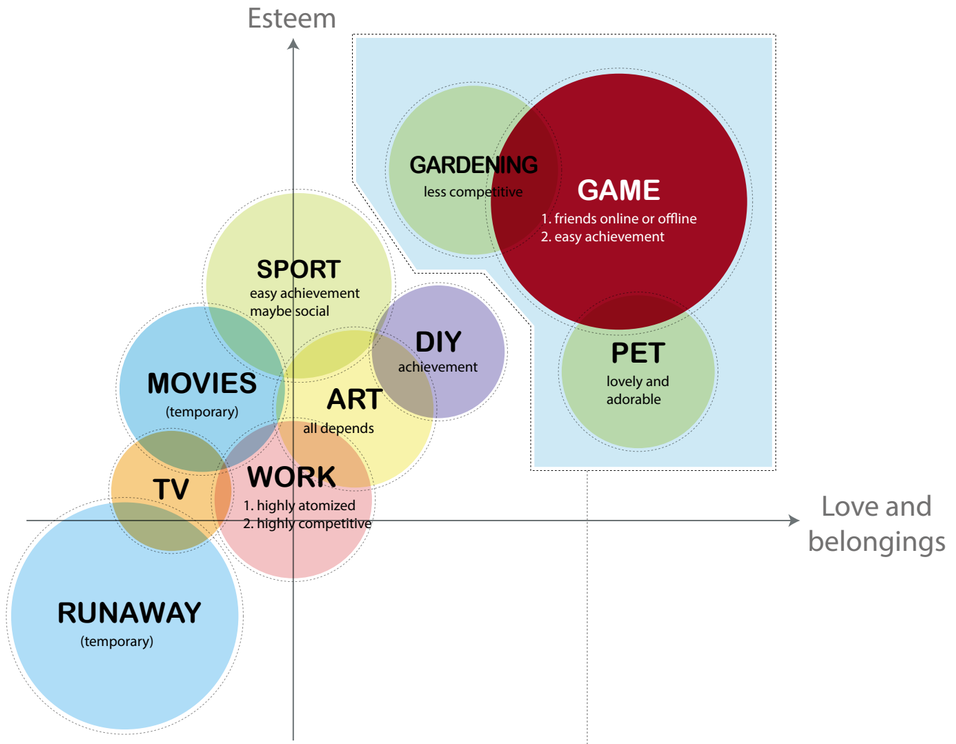
When people's needs are not satisfied, they feel pressure. [2]

Approches Examing

1 LIST OUT EXISTING WAY OF SATISFYING NEEDS AND SORTING THEM IN A 2D SYSTEM

By a survey conducted online, a list of the most common ways of relaxation and decompression is made, which was later crafted into a word cloud. The font of the text is porpotionate to the number of responses recieved from the participants.

The data collected in the survey were sorted into categories, along with the category of relaxation method proved efficient in a number of scholar literatures - garderning.



* Moives, TVs and music are categorized into runaway, since most of the respondents see them as ways of recreation, rather than a creative process. While entertaining themselves in thoses ways, they are temporarily extracted from the stressing reality, and when the shows are finished, they come back to the reality leaving their needs unsatisfied.

Affinity Board

= 10

I used questionair to investigate 100 people whose in the city and under a certain living pressure.

Catagory

- Working
- Entertaiment
- Rest
- Social Network

After intervie, I found that in the entertainment area, there is still big chance to bring online and offline experience together to create some new game to make customer relax.

00:00 | 06:00 | 10:00 | 15:00 | 20:00 | 22:00

Prefer to play racing games
Check the final daily game record
Set up alarm for morning operation
Use wechat to contact boy/girlfriend
Use book-reading APP to get sleep
Check their own Mini-blog
Use Dingding to hold the meeting

Read news using Toady-News
Use Didi or Subway to go to work
Get up by game alarm and get result
Use Sharing bikes to go to work
Chat with co-workers at work

Use Wechat to set up a date
Use app on wechat to play 1min games
Use Dingding to set up the meeting
Play video game during lunch
Play table football with collages

Book a online game with friends
Use Teambition to follow the project progress
Use Dianping to search the restaurant

Play video games
See the comment on pictures on line
Chat with friends when playinig
Listen to music during the game
Feel longly when playing offline game
Listen to the music to gain attention
Check out new game releasing
See the comment on pictures on line
Share game records with friends
Take picture and send them to friends
Watch TV/Movies
Off-line massage& Yoga
Use Dianping to search the restaurant
Feel tired after playing games

OPPOTUNITIES :

People are tend to play games rather than any other way to relax themselves.

More game which can release people in the city from pressure would be more popular.

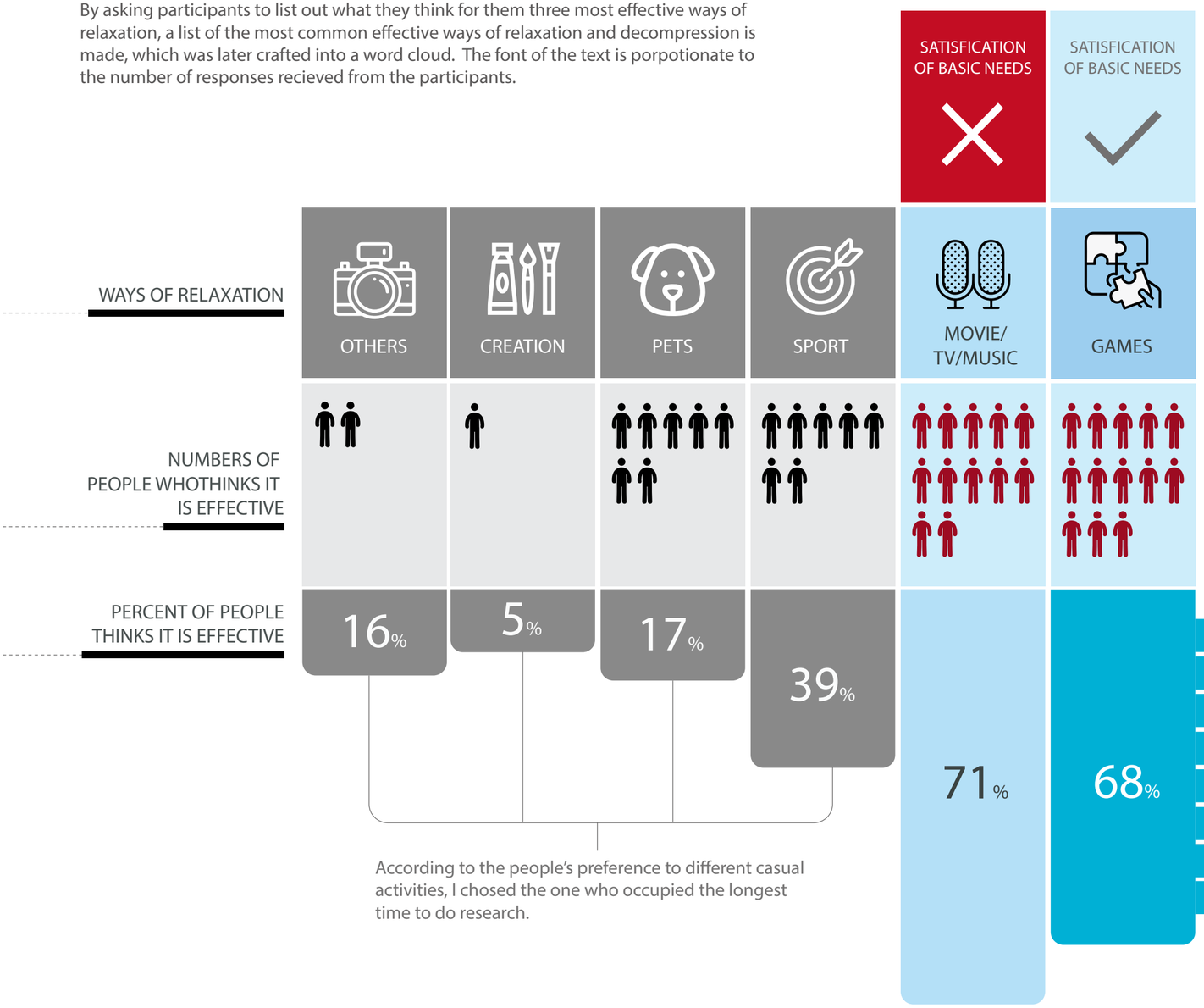
People feel more lonely and less sense of satis-faction after playing irritative games.

Social network can be integrated in gaming process to enhance the effect prediction.

Natural experience would be more real and realxing compared to virtual reality.

Data Analysis

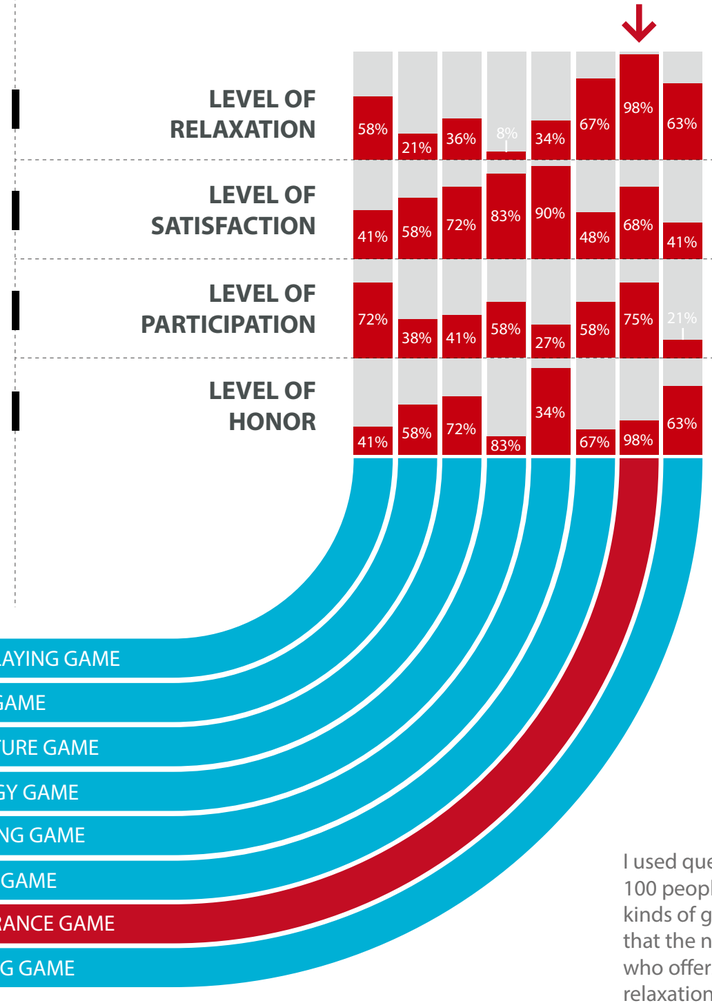
By asking participants to list out what they think for them three most effective ways of relaxation, a list of the most common effective ways of relaxation and decompression is made, which was later crafted into a word cloud. The font of the text is porpotionate to the number of responses recieved from the participants.

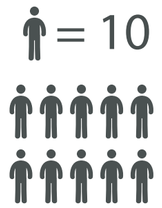


According to the people's preference to different casual activities, I chosed the one who occupied the longest time to do research.

■ Key Findings:

Nurturance game is the most relaxing game category which has the biggest effect on solving anxious problem in cities.





I used questionair to investigate 100 people who love to play all kinds of games. The result indicates that the nurturance game is the one who offers the biggest sense of relaxation.

● PERSONA

■ Basic Information

Peter Xiao

"I enjoy life to the full. My car must be cool, sporty and fun to drive, but still practical and affordable"

Age: 28 yrs old
Marrige: Single
Occupation: Sales
Education: Master Degree

Income: Income is lower than middle level, financial support from family

■ Description

• High Pressure of life situation, eager to make a living but no way out

• Fond of meeting friends at karaoke clubs (e.g. Cashbox), pubs, music, outdoor activities (e.g. sports), online games, etc

• Highly internet active: for blogging/ online communities, for presenting their own personality via a personal online space, etc. Heavy users of QQ (similar to MSN)

● PAIN POINTS

• High pressure caused by irritant game and TV & movies

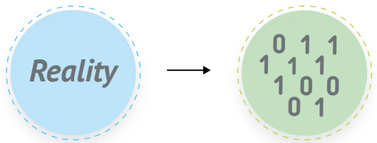
• Unsignificant psychotherapy

• Play irritant game to run away from reality

• Increasing working pressure

● KEY VALUES

Bringing rural experience into urban



Bringing reality into virtuality

A game more than entertainment
A game with "Real" achievement&real-world interaction
In the trend of VR, bringing reality back to virtuality

● CONCLUSION: THE CONCEPT

1. Select an farm outside Shanghai to set up for the game, including the facilities built in it.

2. Use the existing irrigation system to breed the vegetables that customers picked.

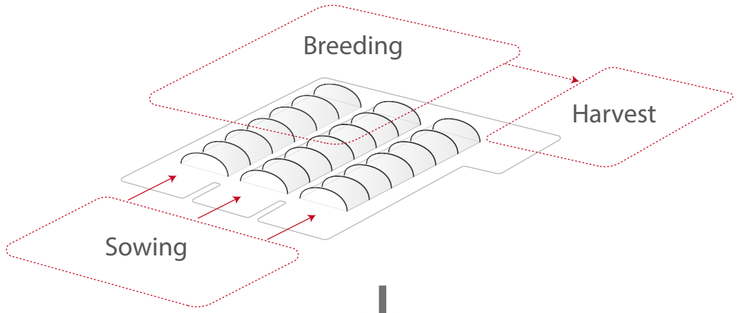
3. People can get results and relaxation through playing game.

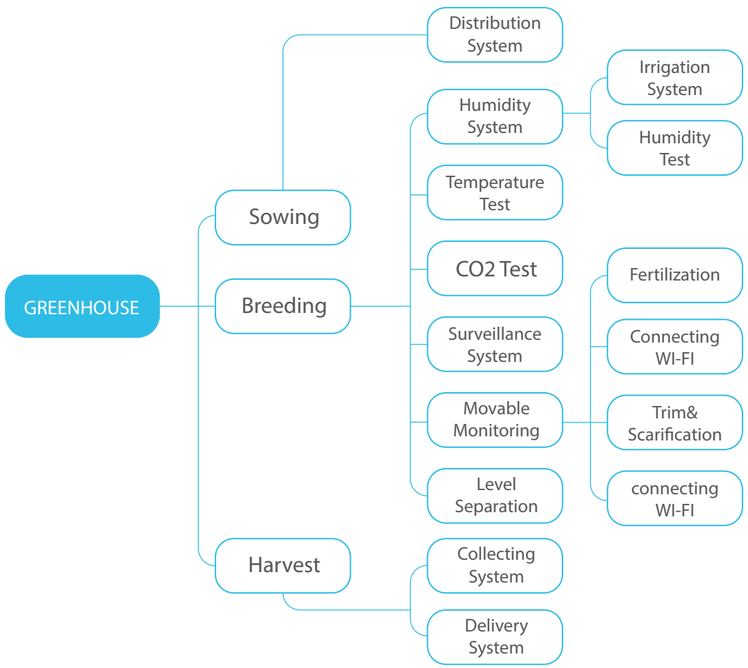
● BENCHIMARK GAME ANALYSIS

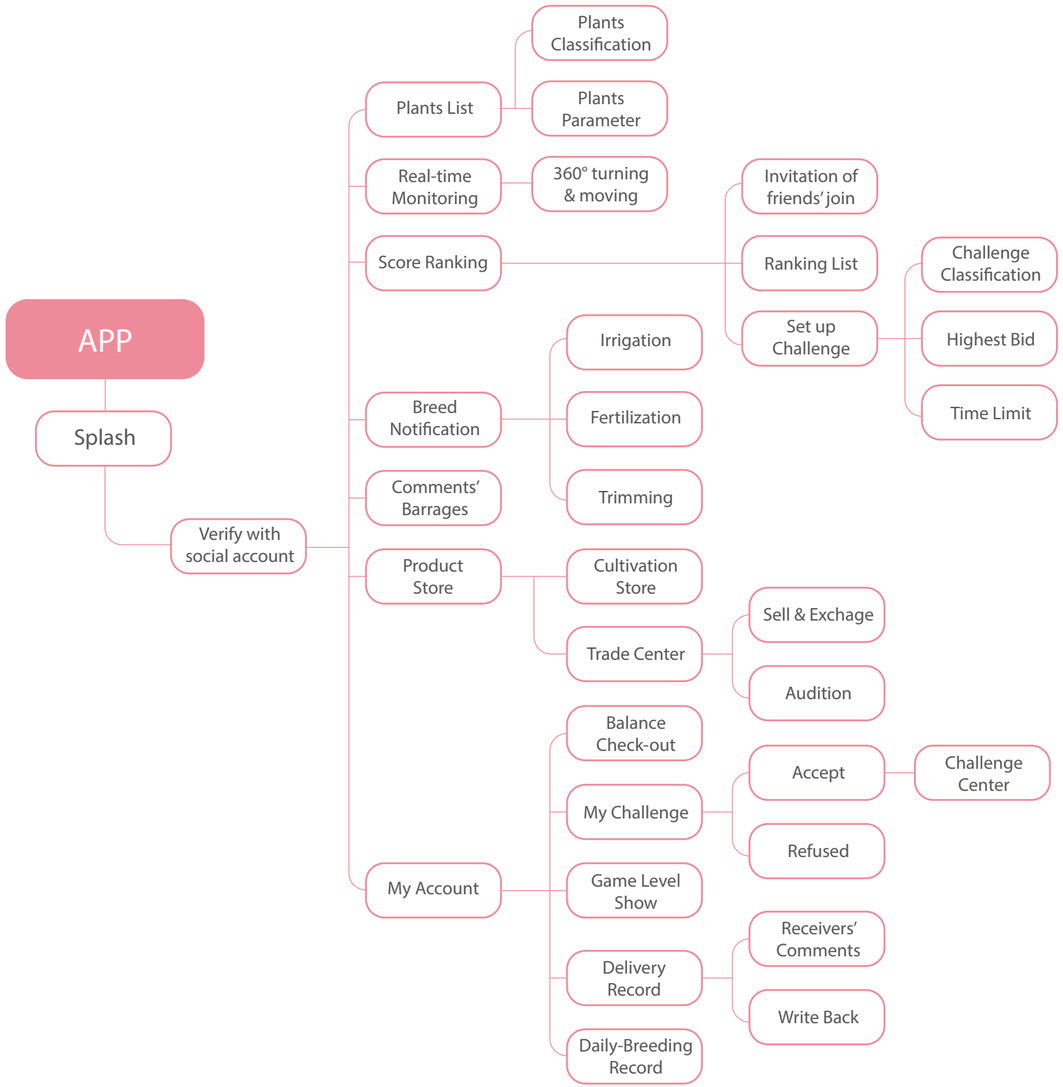
	Land	Tools	Human Resources	Fun	Knowledge	Oppotunities
Farming Robot (FarmBot)		The robot comes with all the tools.	Completely unmanned .	✓		The users choose what they want to grow, and the farmer will do it for the users. The platform is more like a tool for hiring farmer rather than a game.
Remote farm (Ragri, Aoyi)	✓ Land in the surburb.	✓ The farmers have the tools	✓ Hired	The users' behaviors in the app do not correspond with what will happend in the real world.		This type of games provides both fun exprience and companion experience. When combining these with the social expirence of regular farming games, the new product can give the user an ultra joy.
Personated plants games		✓	✓	✓		
Farming games	✓			✓	✓	
(Mystery plant)		✓		✓	✓	The designer's project to educate the user or to grow a plant, in order to raise the awareness of envirment.

FUNCTIONS

The functions in the game system is devided in 3 parts: Greenhouse, APP function and the movable monitor in the greenhouse, which, is the core part in the game experience, coordinating with phone all the time.

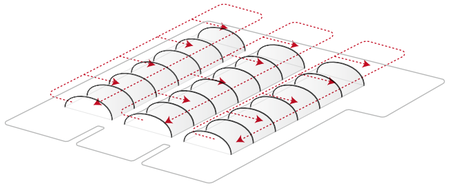


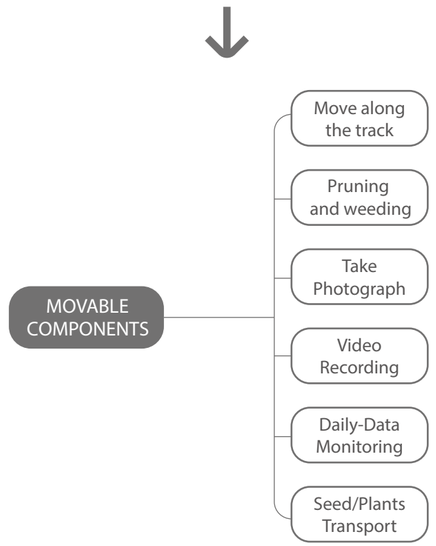




The movable monitor is handled by phone in every section of the game, playing a role of people's hand, excuting every order of players' stragegy.

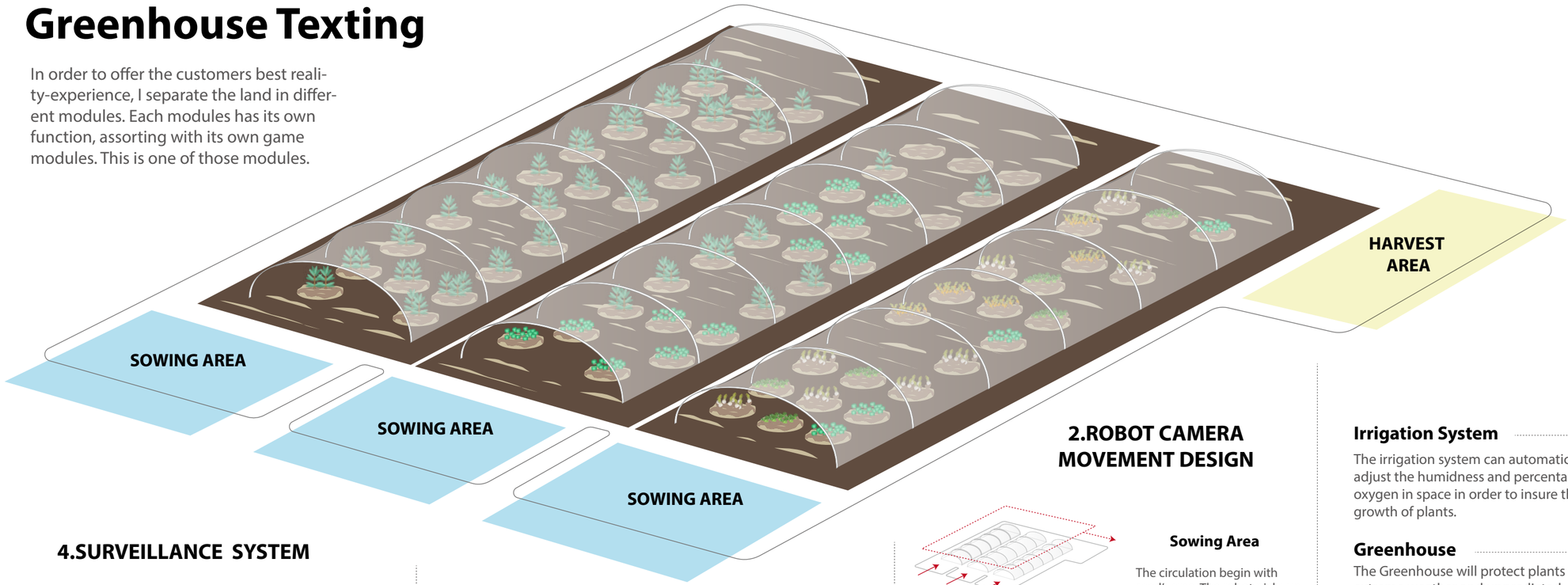
Furthermore, it offers some potencial functions like take pictures, so that players can share with their friends to gain relaxation.





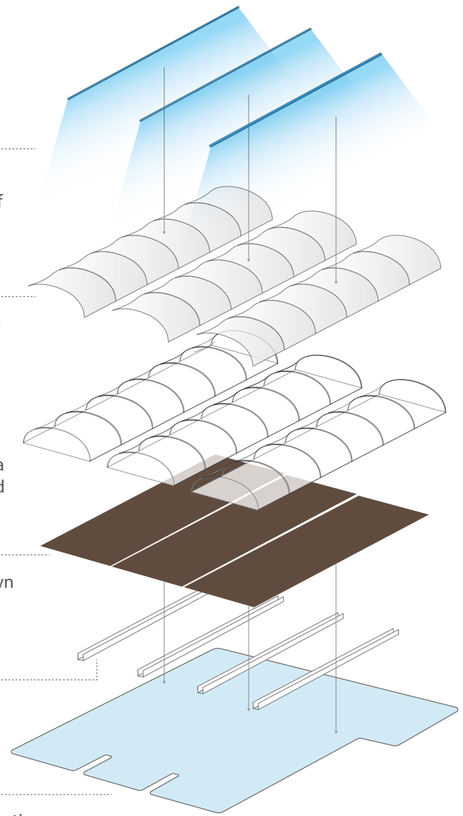
Greenhouse Texting

In order to offer the customers best reality-experience, I separate the land in different modules. Each modules has its own function, assorting with its own game modules. This is one of those modules.



1.BASIC FACILITIES

There are 6 layers of the whole facilities, from the irrigation system to the basic intelligent system which can make the circulation work efficiently.



Irrigation System

The irrigation system can automatically adjust the humidness and percentage of oxygen in space in order to insure the growth of plants.

Greenhouse

The Greenhouse will protect plants from extreme weather and unpredicted conditions.

Greenhouse Structure

Using structure as base, all of the camera and other facilities can be easily installed and used.

Variable Soil

High level customer can choose their own plants and customized soil to rise the growing quality and speed.

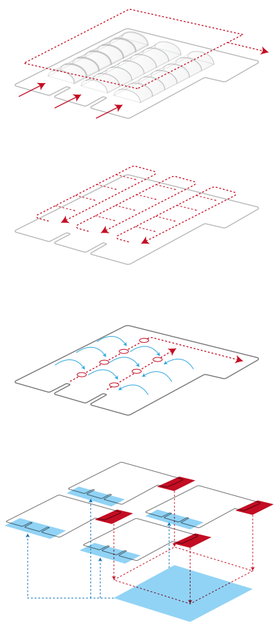
Movable Components

Customer can be informed and use rail-mounted monitors to watch the growing process.

Intelligent Floor

The intelligent floor contents various function to make sure the fluency and efficiency of the game.

2.ROBOT CAMERA MOVEMENT DESIGN



Sowing Area

The circulation begin with seed's area. The robot picks up the seeds ready to plant in this area and begin the circulation

Separate Monitoring

Each level of game has its own monitoring circulation in order to separate different level of players.

Collecting&Deilvery

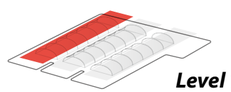
After collecting the outcome, vegetables will be delivered to player's home in the city.

Seed Replenish

The intelligent floor will automatically restore the seeds and empty the harvest area to keep the circulation.

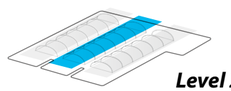
3.GAME LEVELS DESIGN

In every levels of game, I offer different level plants to the players according to its cultivation diffculty. Also, the more experience the players've got, the more tools and soil types the player can use.



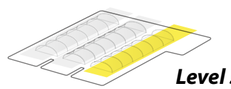
Level 1:

Vegetable ×2 | Toolbox ×1 | Fruit ×1



Level 2:

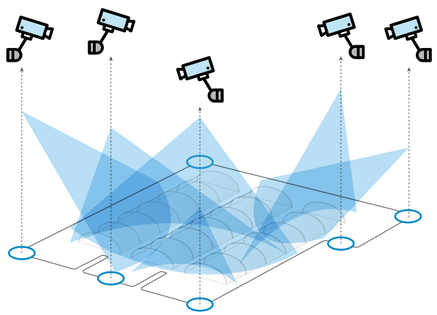
Vegetable ×5 | Soil ×2 | Fruit ×5 | Toolbox ×2



Level 3:

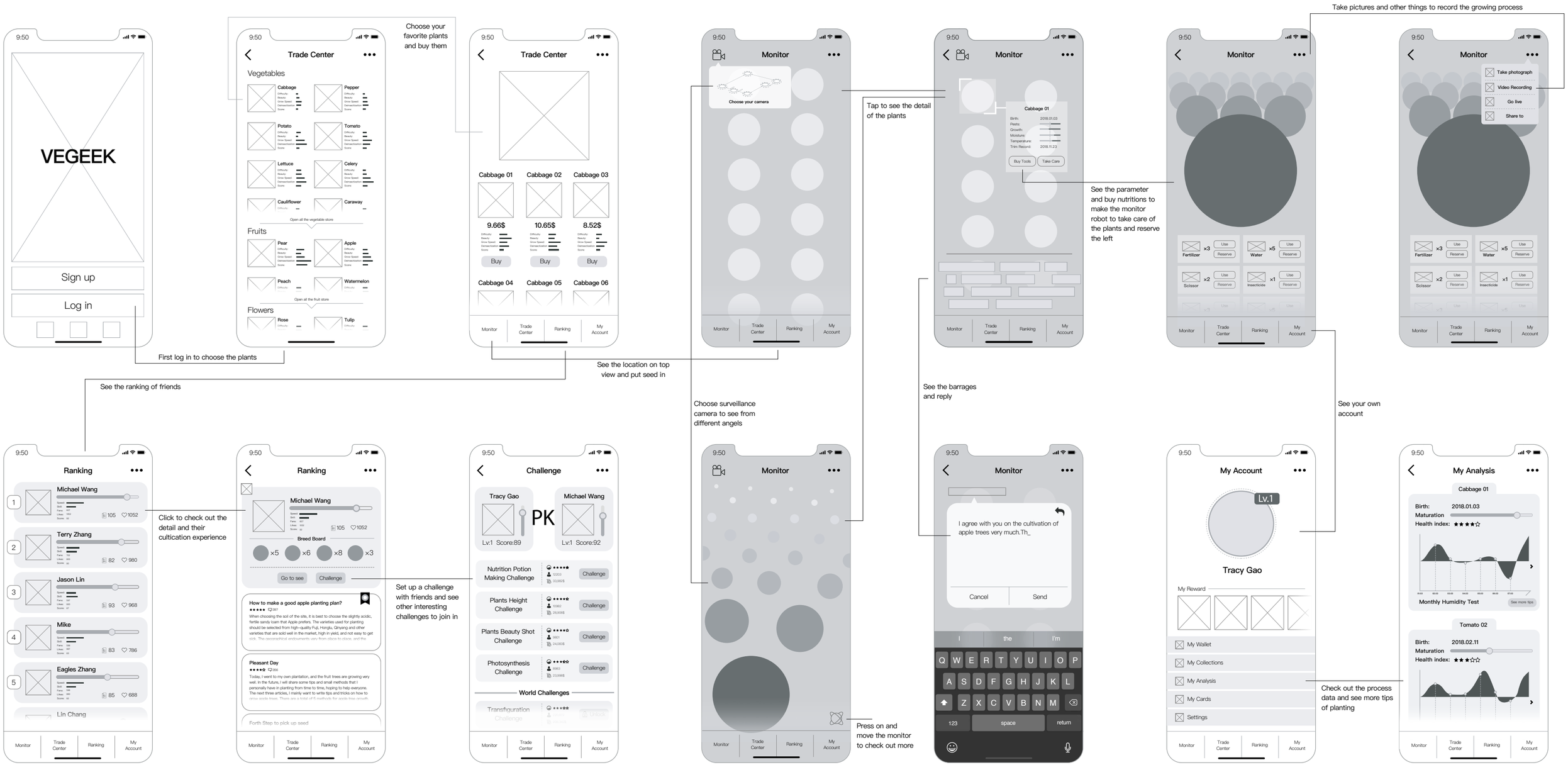
Vegetable ×8 | Soil ×6 | Fruit ×8 | Toolbox ×5

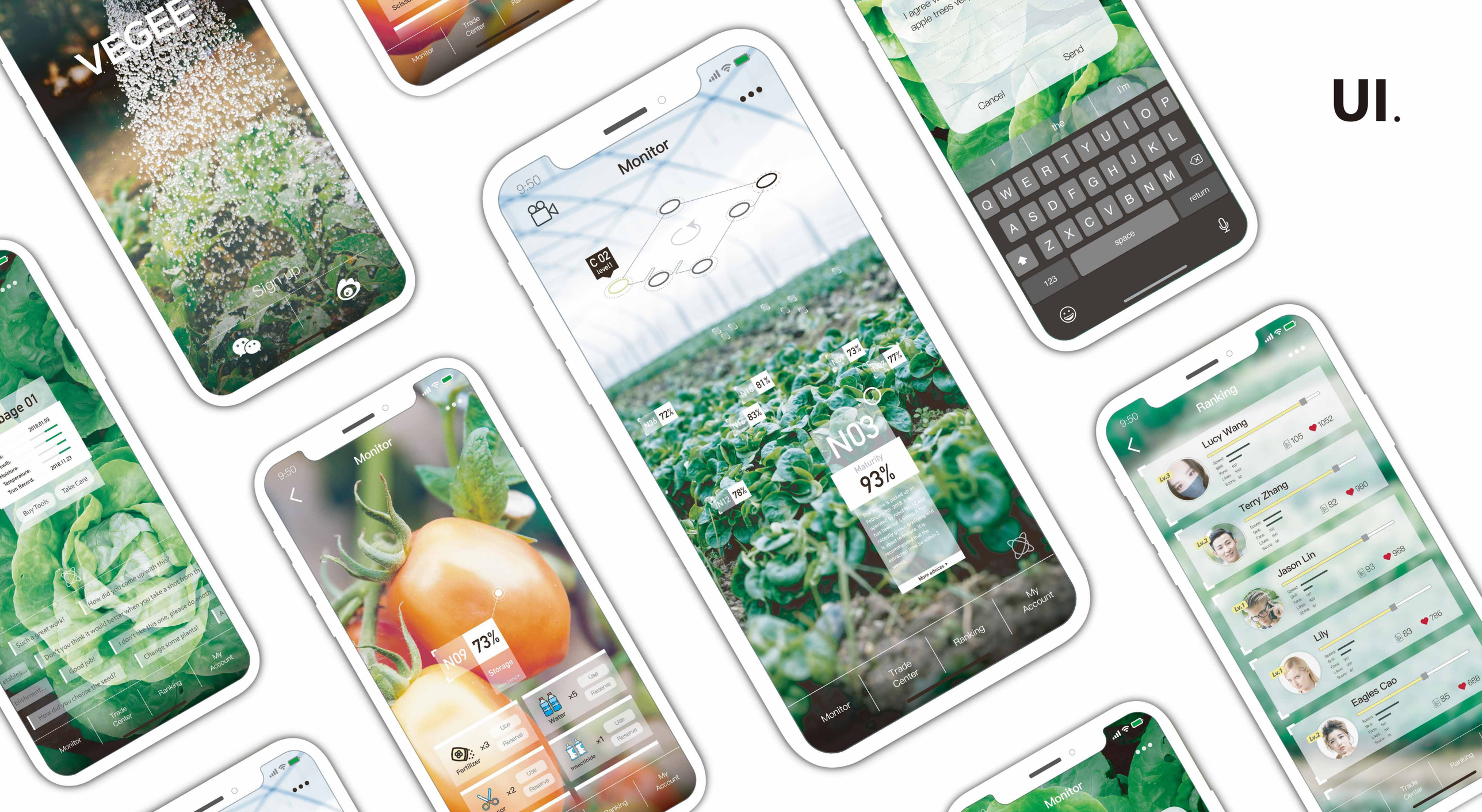
4.SURVEILLANCE SYSTEM



Game players can use surveillance system to see their own plants and opponents' plants at 360° at all time from different angles. The system also can take part in the game, offering lock/unlock options to the players.

APP Prototype




UI.
VEGEE
Sign up
Monitor
9:50
C 02
Level1
N36 72%
N16 81%
N25 83%
N12 78%
N07 73%
N02 77%
N03
Maturity
93%
More advices >
Monitor
Trade Center
Ranking
My Account
Send
Cancel
space
return
Monitor
9:50
N09 73%
Storage
Water x5
Fertilizer x3
Insecticide x1
Use
Reserve
Ranking
Ranking
9:50
Lucy Wang
105
1052
Terry Zhang
82
980
Jason Lin
93
968
Lily
83
786
Eagles Cao
85
688
Trade Center
Ranking
Buy Tools
Take Care
How did you come up with this?
Such a great work!
Don't you think it would better when you take a shot from th
I don't like this one, please do not th
Good job!
Change some plants!
How did you choose the seed?
Monitor
Trade Center
Ranking
My Account