



Reality

Group Nr:

Problem

Guidance questions:

- What is the privacy problem to be dealt with?
- What parts does the problem consist of? People, object, organizations?
- Tell a story with the problem, and its parts.

Description:

Meaning



Group Nr:

Guidance questions:

- What game will you change?
- How will you change the game?
- Why do you change the game in this way?

Description:



Play

Group Nr:

Genre

Guidance questions:

- What do the players try to achieve? What are their **goals**?
- What can, and can't the player do? What are the games **rules**?
- Build a **story** based on the games **goals** and **rules**.

Description:

Technology

Group Nr:

Technology

Guidance questions:

- How will the player interact with the game?
- What are the advantages of creating your game for this technology?
- What are the limitations of creating your game for this technology?

Description: