

SPRIG - Workshop

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PROJECT / MASTER THESIS
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Todo list

■	import play cards	10
■	add copyright to cards from triadic workshop saying they are from the triadic workshop	10
■	figure out what license to put this under	10
■	fix formating	16
■	create inside of board? does it matter. just use blank pages of paper?	16
■	Figure out the colors.	16
■	Should there be less color on the pages? just the border?	16

Location Sharing



Location sharing @2017 Cyber Pshyche

Domain explanation: More and more applications and devices are embedding location into their services. This information can be used to give improved service to the user, such as automatically filling in the closest bus-stop, but also be exploited, abused and sold to e.g. give targeted ads. Sharing your location with “friends” can be valuable at times, but can also be misused by thieves.

Smart cities



Smart cities @ 2015 GCN

Domain explanation: A smart city is a collection of homes, buildings and devices that are all sharing or using data from same information grid. The city uses all the information gathered to improve quality and performance of urban services. For instance: a traffic camera noticing heavy traffic can tell the buses to take another route. In a smart city there are enormous amounts of data flowing over networks and being stored, which can bring potential privacy issues.

Health devices



Health devices © Ferret 2013

Domain explanation: Health devices are becoming more popular. These devices tracks health data. Fields such as healthcare and insurance are interested in this sort of data. It can improve their services, but it could also be used to decide insurance prices. The data tracked is very personal and is something one might not want to share to everybody.

Activity trackers



Activity trackers © 2015 BuzzFeed

Domain explanation: Tracking activity to improve health has become increasingly popular. Activity trackers often consists of a wearable component and an app. Or just an app using the phone for sensors. Some of the apps shares the training data in real time. This mean that information such as your position can be shared while you are out running.

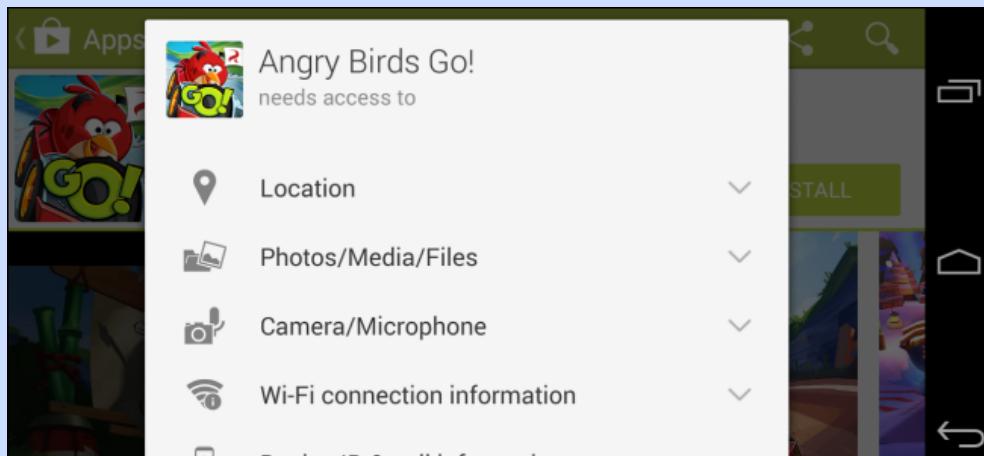
Social media



Social media @2017 softloom

Domain explanation: Social media have opened up communication for people across the world, it enables us to share our life and thoughts with friends and family. We often share photos, videos and personal information to social networks without considering the consequences, as both companies and people may exploit the data.

Mobile app permissions



Mobile app permissions @2014 How-to-geek

Domain explanation: Many mobile applications are “overprivileged”. Meaning that they have access to more information on the device than they need. Why did Pokemon Go need access to your Contacts and Photos? Applications with access to too much information can abuse this, and depending on their Terms and Services sell your information to third parties.

Loyalty programs



Æ © 2017 Rema 1000

Domain explanation: Loyalty programs gives the customer personalized discounts. In return for these discounts the customer gives up a lot of data about themselves. Information of what items they buy, when, how often, how much are some examples of this. This information can be used to improve the business but it can also tell a lot about a person.

Attitude & Awareness



The McDonald's Game © 2006 Molleindustria

Domain explanation: Awareness is about making informed and thoughtful decisions. A game that aims to raise awareness or change the attitude attempts to make the player more aware about the decisions they make related to a certain topic. That topic may be a major world problem or an everyday issue. An example is The McDonald's Game which raises awareness about the flaws of the fast-food industry.

Augmented reality



Pokemon Go © 2017 Digital Trends

Medium explanation: By using a camera or other similar sensors it is possible to anchor digital objects in the real physical world. Examples are Pokemon Go, or even Microsoft Hololens.

Computer



Computer games © 2017 Life Wire

Medium explanation: The typical computer games require input from mouse and/or keyboard. They can be complex or simple, and available in the web-browser or directly on the computer itself.

Console



Consoles © 2017 Smartronic

Medium explanation: Games on gaming-consoles are typically played with a handheld controller. They can be complex or simple, and often involves a lot of action.

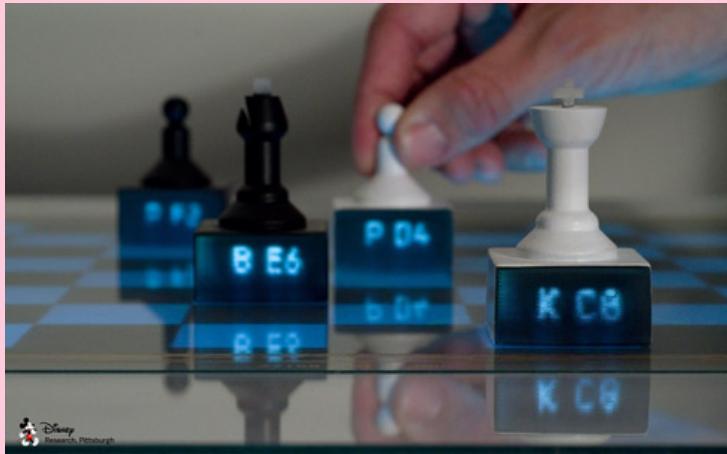
Interactive Devices



Interactive Devices ©2017 codebender's blog

Medium explanation: By using sensors, actuators (a device that converts energy into motion), and the internet anything can become a video-game! An Arduino connected to a moisture sensor can make watering the plants a game. The opportunities are endless.

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Mobile



Mobile games © 2016 Mobile shop

Medium explanation: With “everyone” owning a smartphone, it is also natural to play games on it. Mobile games are typically simple but addicting games with the possibility to play whenever wherever.

Own Devices



Tamagotchi © 2005 Tomasz Sienicki

Medium explanation: A device that can use buttons, sensors or other forms of input. The device is not connected to anything.

Virtual Reality



Tamagotchi © 2005 Tomasz Sienicki

Medium explanation: A device that can use buttons, sensors or other forms of input. The device is not connected to anything.

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1 - Reality

3 - Play

Reality

What problems related to privacy exists out there? In this part we want you to think about what concerns you, and what privacy problem you would like to solve.

Follow the steps below:

1. Choose one **Reality card**
2. Discuss the privacy-problems related to the card.
3. Select if you want to focus on issues related to businesses or individuals.
4. Specify an example that your group wants to focus on related to your card.
5. Use the questions on the board to help you think.
6. Pitch your idea to the other groups.

Play

What makes a game fun to play? In this part we want you to think about what makes a game fun to play, and try to create a new exciting game in a given genre.

Follow the steps below:

1. Draw one **Play Card**
2. Design a game in the genre that will be the next big thing! Think outside the box.
3. Use the questions on the board to help you think.
4. Pitch your idea to the other groups

2 - Meaning

4 - Technology

Meaning

How can a game be meaningful? In this part we want you to think about how existing games can be changed to have a meaning, and increase the awareness or change the attitude of the player.

Follow the steps below:

1. Choose an **existing game** you know of.
2. Change one or more elements of the game so that it raises awareness/attitude about a real world problem.
3. Use the questions on the board to help you think.
4. Pitch your idea to the other groups.

Technology

This part is a bit different. You are supposed to try to combine what you have thought of in **Reality**, **Meaning**, and **Play** and with the drawn Technology card create a game concept.

Follow the steps below:

1. Draw one **Technology card**.
2. Combine the previous steps into one successful Serious Game!
3. Use the questions on the board to help you think.
4. Pitch your idea to the other groups.

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Reality

Group Nr:

Domain

Guidance questions:

- What is the privacy problem to be dealt with?
- What factors does the problem include? People, object, organizations?
- Is there a particular scenario you have in mind?

Description:

Meaning

Group Nr:

Guidance questions:

- What problem will the player be made aware of?
- How can one raise the awareness of the player?
- How can one change the player's attitude?

Description:

Play

Group Nr:

Genre

Guidance questions:

- What is the game's relation to privacy?
- What are the **goals, rules, and story** of the game?

Description:

Technology

Group Nr:

Medium

Guidance questions:

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

Description: