



Surf - Vival

10/29/2020

— Tutor: **Bart Hengeveld**

From Idea to Design

By Leonie Vaccaro (1532502),
Eva Veldhorst (1439995),
Anne van de Ven (1521578),
Puck Verbeek (1575589)
and Fransje Verhoef (1498088)



Table of Contents

Design Brief	2
Final design	3
Board design	3
Packaging	7
Choices packaging	8
App	9
Website	10
Process	11
Research	11
Important choices	13
Week 1	19
Week 2	21
Week 3	25
Week 4	35
Week 5	39
Week 6	43
Week 7	48
Week 8	51
Gameplay Manual	52
Work Division	53
Reference List	54
Appendix	56
Become a cyber hero !?!	56
Characters	59
Reflections	65
Leonie Vaccaro	65
Eva Veldhorst	66
Anne van de Ven	68
Puck Verbeek	70
Fransje Verhoef	72

Design Brief

The design brief we got during this course was : “Design a physical-digital hybrid educational game”. Next to this short brief there were a few other conditions the game had to hold up to.

1. Must be a physical-digital hybrid, and must in any gameplay make use of both;
2. Must be played by ≥ 3 people;
3. Must be playable in a collocated and dislocated setting, and as a mix (this can potentially result in different rule sets);
4. Must be educational in a (preferably) challenging topic, for example:
5. Societal issues: social distancing, equality, privacy, sustainability, ownership, politics, (donut) economics, et cetera;
6. A skill (e.g., sign language, spying, snowboarding, creative writing, etc.); knowledge (e.g., string theory, philosophy, gravity, whatever); an attitude (e.g., swag, humility, mindfulness, eco, emo, etc.);
7. Cannot be insulting or in any other way embarrass the university.

Taking these conditions into account. The result of our design is shown below.

We made the game called “Surf-vival”. It is an interactive game focussed on cyber security and gaining knowledge about the world wide web. In the game you will be a hacker or a citizen. Through these roles you will become more aware of your online activities. A more detailed explanation of the game can be found below.

Final design

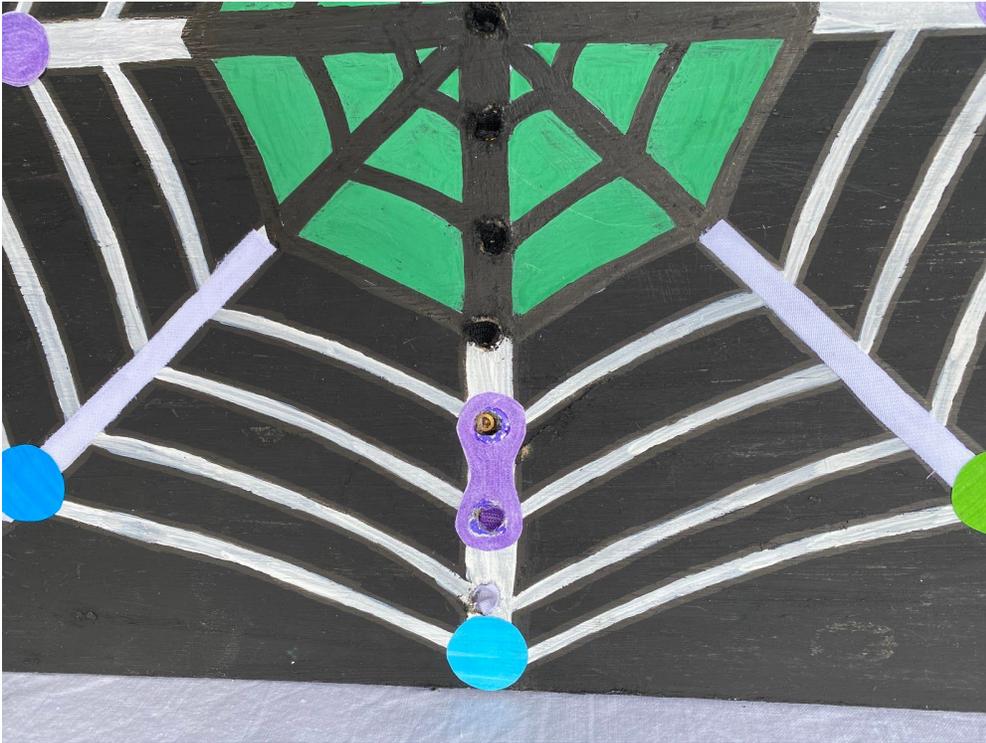
Board design

Beneath you see a couple of pictures of our final board design.



Picture prototype from above

This is the whole board with the cobweb, game name, lights, fabric of the web and QR-code that you need to start to create a new game. The outside of the web is called the surface-web and the green/black inside of the web is called the dark web. More about what all of that means will be explained later.



Close up of the light strip

The position of the online players is shown with lights on the board that can change position. In our prototype we only made one row of lights because this represents the same idea as making light strips in the whole board. In this example you see that the light in “position 3” is on so that means that the player assigned to the yellow color is in this position.

In the final product all the positions would have lights that can change color depending on what player is on that position.



Picture from the front of the board

As you can see the board isn't fully on the ground this is because of the wires of the lights. You can see the light switch a little bit on the left of the middle of the board. This is for the row of lights that has to represent the "online" players during the game.



Picture from beneath

Here you can see the black wooden strips that make sure that the wires of the lights aren't squashed. In the middle you see the wires of the lights and the light switch. Because these wires we decided not to make the board foldable.

Choices board design

When we were designing our board we wanted to make something that looked playful and simple. Many people don't know what the internet is exactly so we decided to use the cobweb as a synonym for the world wide web.

The cobweb is a good representation because it is a place where unexpected little flies get caught and eaten by spiders. It is not a safe place and you have to be aware of the dangers around you to survive. The visuals of a cob mimic the idea of the world wide web because everything is connected and you can go everywhere.

We decided to place the dark web in the middle of the board because that is the place where the spider is usually located and is thus the most dangerous place of the board.

We also had to make many decisions while making the prototype.

We had to decide how big we wanted our board, how many lines through the middle, how many lines between the middle and the side of the board, which colors do we use, what materials do we use, where do we place meeting points and do we do something special in the middle?

We decided to make our board half the size of a monopoly board. This makes our board big enough to play the game on, but it is also small enough to not have to fold it in order to make it fit in the packaging and to store it easily. Not needing to fold it is a requirement since we embed our board with LED lights. Folding the board is not possible with the positions of the wires.

We use the LEDs to indicate the position of the players that play the game from a different location. In our prototype we made only one row of position lights because that was all we needed to show our idea in the video.

Most of the lines are painted on the board, but we also wanted to experiment with other materials, so we also made a couple of rows in the cob web of fabric. The fabric added some extra texture to the board, but without the paint underneath it it would have been a less vibrant white.

We wanted our board to have a clean look so we decided not to use too many colors on the web. A part of our audience is quite young so a clear board would be easier to understand, since it doesn't overwhelm you when you look at it.

Packaging



Picture of the packaging

For the packaging of the board we wanted to make a laptop, where the board is like the keyboard. You open the box like you open a laptop.



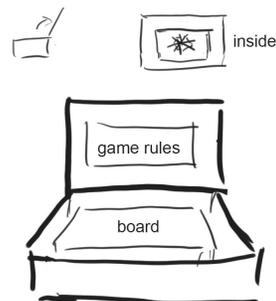
Picture of the packaging

This picture shows the top of the box with our logo and other info like age-restriction, minimum number of players and play length of the game.

Choices packaging

For our packaging we made a laptop because this is within the subject of our game. The keyboard is the game and the screen is the playing manual. We considered a few other options. One of them was a bit like a game you see in expedite robinson. The box would be a maze you can't see so you would have to move the top of the box in different directions compared to the bottom of the box.

However we decided to make a laptop box design because this would make opening the box more of an experience that is within our topic.



App

We wanted to keep the app simple to use, since our target group is on the younger side. There are some differences between the computer app and the phone app, because of their different sizes and dimensions. The layout of the homepage is different. The phone has less colour, because the screen is smaller. We didn't want to overwhelm the user with colour. We also didn't want the light that comes from the screen to give away the role of the player. That's why the colors for hackers and citizens are the same.

For the app we also made extra explanation videos. In those videos we explain how the apps work and how you can use the apps.

Computer:

<https://drive.google.com/file/d/1Nz3NmRZpmpC7hCG5oyJ4QOwL475l6Nf2/view?usp=sharing>

Phone:

<https://drive.google.com/file/d/1YskOG325Rfgn70uUilCwUSBytr47Uh-i/view?usp=sharing>

Links to the apps, to try the apps yourself:

Computer: <https://marvelapp.com/prototype/5ea43a5>

Phone: <https://marvelapp.com/prototype/25j349a6>

Website



This is our design for the website with some basic info on it. Firstly we wanted the esthetics to be like the logo and the board so we chose the green color combination we used during the whole process. On the website you can see the webshop where you can buy sets of the board for numerous players. F.e the 1 player kit is like an extension kit when 3 of your friends already have the game and you want to join, you can buy this one player kit.

There is also an “how to get started” tab, this contains an explanation video of the app and info on how to basically get started when you play the game for the first time.

Lastly on the right top corner you can find the download links to download the app for your phone/computer.

Process

Research

We did research on different topics:

1. Everything with cybersecurity, the internet and privacy

Before we started, we did some research on cyber crime and cyber security.

We came up with sites, SURF.nl, cybersaveyourself.nl and primaindeklas.nl, where they gave us the answers to the most common cyber crimes and what you can do to cyber save yourself as best as possible.

In the appendix you can read the article "*Become a cyber hero !?!*" written by Albert Hankel. We also used this article to answer our own questions about cyber crime. This article is only available by authorised access.

2. Types of games and game boards

There are thousands or even millions of different games in the world so we looked to other games for inspiration and to see how they did it in their game. If you look closely at our game manual you will see that a lot is inspired by the game called "weerwolven".

We did read a lot about different games and game tactics. Below are some examples of different types of games.

- Abstract games

These games don't have a theme and are quite abstract. An example of an abstract game is chess. It doesn't really have a theme.

- Area control

Board games with some kind of map or space. Players want to dominate that area f. e. by moving pieces. An example of an area control game is Risk.

- Campaign

These board games are defined by individuals following a series of connected scenarios, where the input and output of a scenario will affect the scenarios in the future. Tactics are very important in these kinds of games. An example of a campaign game is Gloomhaven.

- Deckbuilder

Every player has their own cards in the beginning the game is played by adding less powerful and more powerful cards into the game. These games don't really have a physical board.

- Dexterity

These games all have a physical element like in twister or jenga where you actively have to do a specific action.

- Drafting

We also watched a lot of game commercials for inspiration for our videos and how to in a short amount of time sell and explain a game.

3. Making boards attractive for our target group

According to research twelve-year-olds start to get a phone and create their first social media account. We want to help them by broadening their knowledge before they actually create their first accounts. So we decided to design our game for children with an age above ten. The average attention span for this age is about thirty minutes (research). In our game you don't have to focus all the time. We kept in mind that we wanted our game to be involved for a wider range of ages mainly between ten and eighteen. So, we came to the conclusion that our game should last about 45 min-60 min.

Obviously there is a huge gap between ten and eighteen but we think those children can also learn from each other's perspectives. The eighteen year olds already have experience on the web and can give advice to the younger ones. In the game these age differences will cause different game strategies. The younger ones will probably come up with creative solutions to unmask the hackers. While the older ones use their personal experience to detect patterns.

Our game is special because you can play it with a variable amount of players. At least three players are needed but when you play our game with more players the dynamic changes. The amount of hackers will be chosen randomly by the app, so you can't predict who is the hacker and how many there are. By making this game adaptable you can play it in many situations when you are with your close family, at a party with friends or you can enter a game online.

Important choices

Before we started with the actual project we wanted to get to know each other a little bit better which allows us to give feedback easier. We discussed the expectations for our group to make sure the process run smoothly. This allowed us to approach the collaboration more professionally and not take corrections personally.

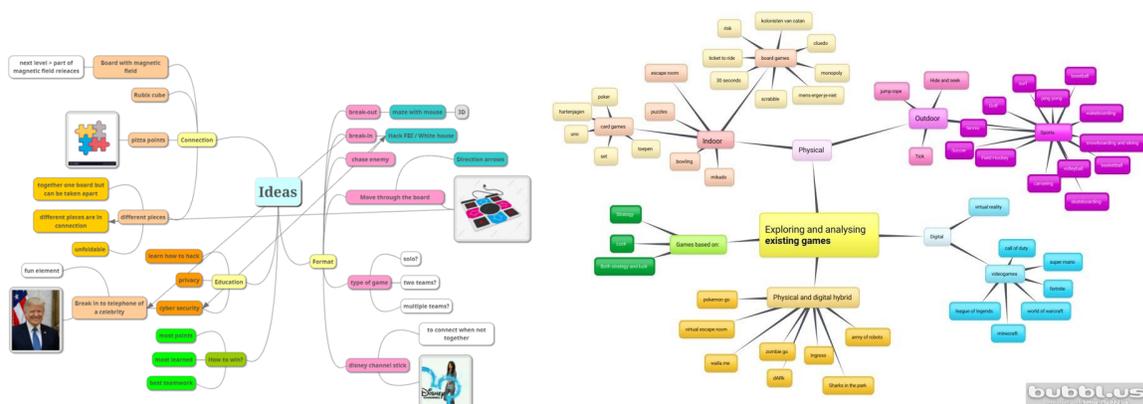
We started off with defining the project: a digital and physical hybrid educational game for at least three players. We started brainstorming about what kind of educational element we wanted to add to our game. The theme of the game had to match with the learning part. Themes like climate change, sustainability, the impact of traveling around the world and different cultures were the first things we came up with. We felt like there were already so many people making us aware of those standard subjects.

However, an upcoming problem among the youth is the danger of the internet and the ignorance about it. These days a lot of children have grown up with swiping and playing up on tablets. For example, TikTok, a dancing and lip syncing app, is known for the abuse by pedophiles viewing young children's accounts. These children know nothing about the dangers of having an open account that they share with the whole world. We came to the conclusion that we wanted to create more awareness about privacy and how young children can secure their social media accounts.

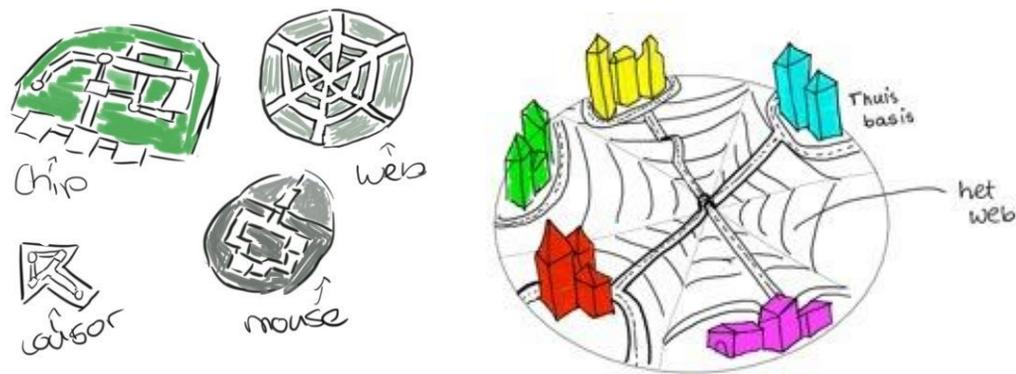


We struggled a lot with the digital part of the hybrid game because we restricted ourselves with too limited views. We were in doubt about incorporating augmented reality, a virtual escape room or an app. We were enthusiastic about the escape room since it has solving elements in it as well as a story that makes the experience more vivid. At this point in our process we needed to think more outside the box and come up with more ideas. We visited an escape room to become more open to each other as well as look into the escape room idea since not everyone in our group was familiar with escape rooms. For our group it really helped to meet in person, but if you want to do everything online you can also play a simple game online while facetimeing each other. It makes it less formal and everyone will probably be more comfortable to share their views.

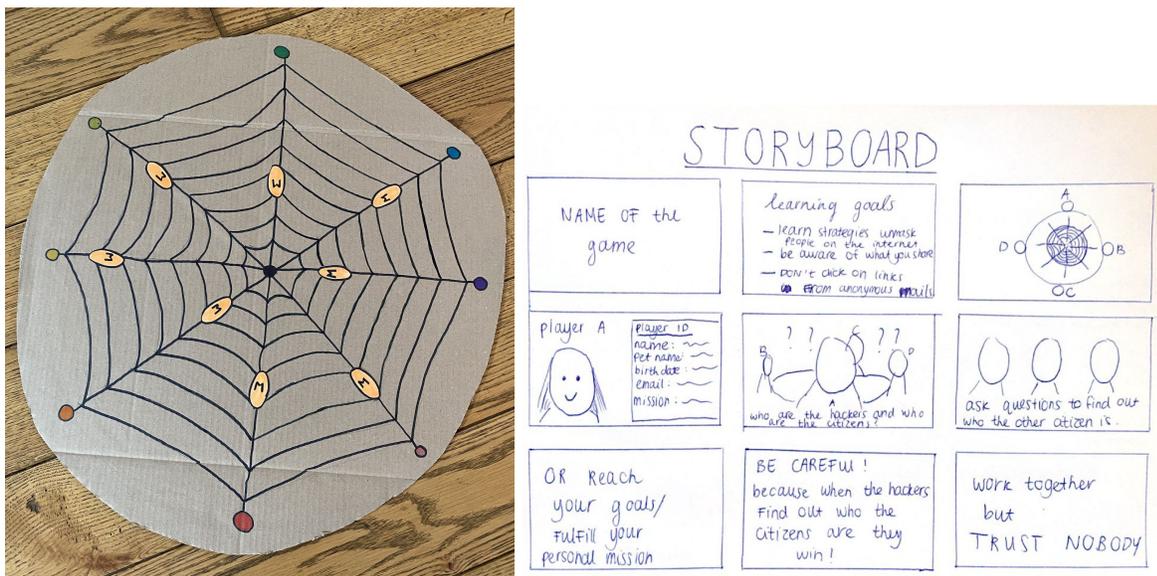
The theme was clear to us but we still hadn't figured out what kind of format we liked. We wrote down in a mindmap what we had so far and expanded our views. To fasten this step we analysed existing games and what elements could be helpful to us. This made us aware of what we liked, for example a strategy element in the game as well as some luck. Games like Weerwolven, Cluedo and Monopoly inspired us a lot. Weerwolven because the amount of players is adjustable and we liked that principle because it makes it possible to play the game under a lot of different circumstances. The game is also based on two roles, the good and the bad. We related this to the citizens and the hackers, where the citizens have to secure their private information from the hackers. Cluedo is based on solving a mystery just like the hackers are trying to access the private information of the citizens. Monopoly inspired us by its luck factor and ability to buy houses which makes you stronger in the game.



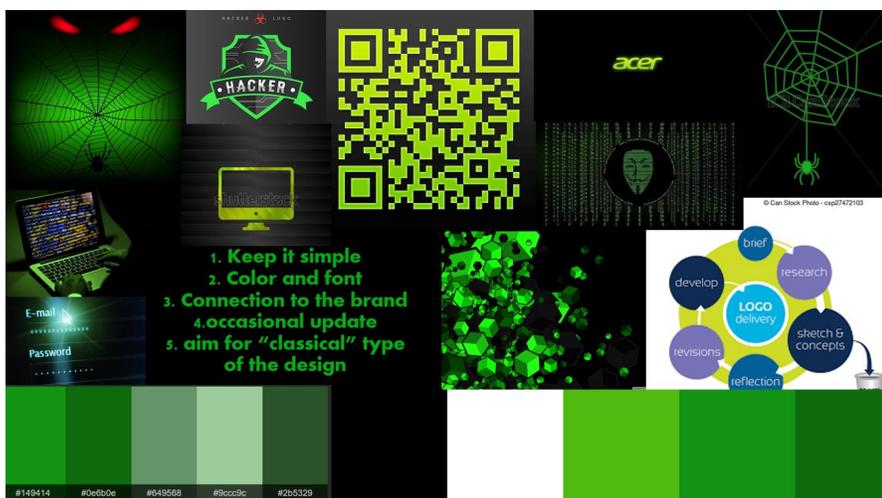
The main idea was there, we needed to clarify the goals of both teams and come up with some general rules. We have chosen to create an interactive board with a more difficult app. The board had to include lights and sensors so that you can see the other players walk over the board by different colored lights. Everyone has one board in the shape of a cobweb referring to the world wide web. When you scan the same QR code you enter the same game. On the app you are assigned to an identity either a citizen or a hacker. Nobody knows who is who but all the citizens have the same goal; secure their personal data for the hackers. We have added some meeting points on the board where players can meet and exchange information.



For our midterm we made the first prototype to visualize the game. We made a mindmap again with all the necessities that we needed to mention in the video. After that we made a storyboard for the video, this helped us a lot since we already knew what to record on the day we filmed everything. The main parts of our game were figured out but there were still some vague areas. For example, we were still stuck with the idea of adding escape rooms to our game and when a citizen succeeds they will earn some points. During our tutor meeting of that week Bart Hengeveld mentioned that we have to keep our game simple. He also mentioned we have to think more about the strategies and told us to speed up our process by dividing tasks.

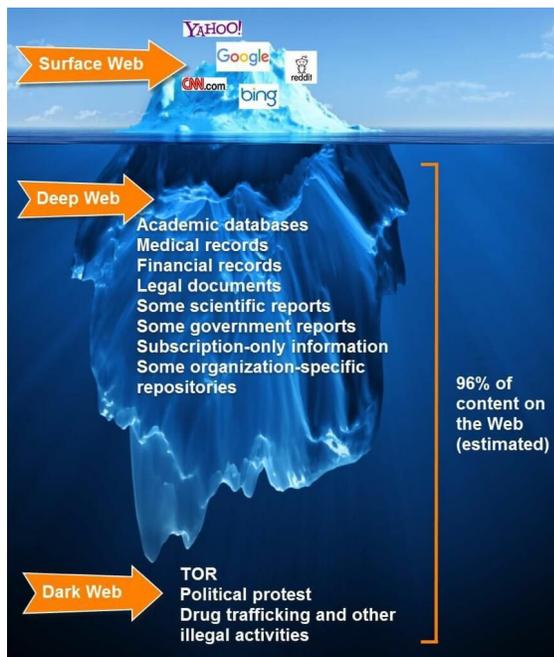


Directly after our midterm meeting we wrote down everything (see log week 39) we needed to do before the final design had to be delivered. This made it easier to divide the tasks, globally Anne, Eva and Fransje worked on the board and Leonie and Puck worked on the app. We emphasized that we still needed clear communication between both groups since the app and the board are intertwined. Since we were going to design the app from now on we decided to choose the colors black, green, dark purple, lilac and white as main colors. Those colors reminded us of typical 'hacker' colors. We have made a moodboard to visualize the colors/ideas that we found important.

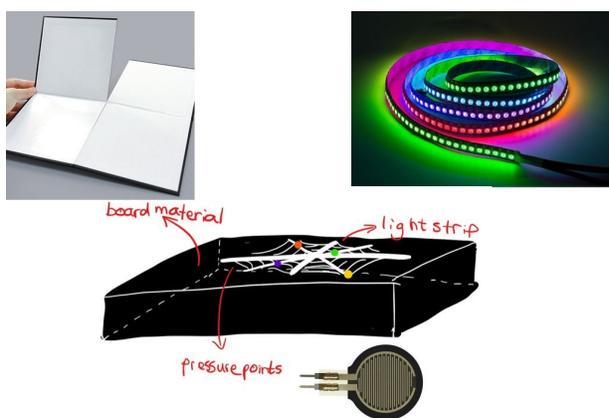


We discussed a lot about the game rules and went into detail about certain game strategies. It really helped to elucidate the rules so that we were able to divide the options to either the app or board. We came to the conclusion that the whole escape room idea was something we had to get rid of. By replacing the missions to coins that you can earn on random places on the board we made the game simple and easier to play for our target audience which is children above ten years. The only thing we are going to keep from the escape room idea is the small story in the beginning to let the experience be more exciting.

The design process of the app started with some brainstorming about what the private information of the citizens should contain. Leonie and Puck came up with some random characters and then explored the way apps are built. The scheme of an app is crucial to know which pages need to be linked to other pages. Before you start the game you have to enter the virtual game group and our app is based on that. Since you start with signing in and joining a game. After that you are assigned to an identification card and now you can start the game. The balance between luck and strategy has always been a priority in our game, so we added a digital dice.



For our second prototype of our gameboard we wanted it to have some lights, meeting points and a black background with white lines. It was time to test the game and experience what needed to be changed. Apparently the game lasted way too long when the hackers had to find out ten aspects of the personal information of a citizen. Besides, the prices for the traps were way too high, and the game became boring because the chance for a citizen to stand on a trap was too low. The size of the board was sufficient and the amount of meeting points too. We decided to change the personal identities to five because of this testing phase. We decreased the price of the traps and played it again. This time it worked much better and the playing time became around fifty minutes.



Before our final design we decided to make the board less boring and add a dark web to our cobweb which is located on the inside of our web. In this dark web it is more likely to step on a trap or to earn coins. This element makes the game more interesting and causes more strategies. On the edges of the board we wrote down letters so that the app can easier communicate with the lights on the board.



Log

Week 1 (3-10 September)

❖ Meeting 6 September

We had a short talk to get to know each other. We also talked a bit about different ways of working together and some possible topics.

❖ Meeting 7 September

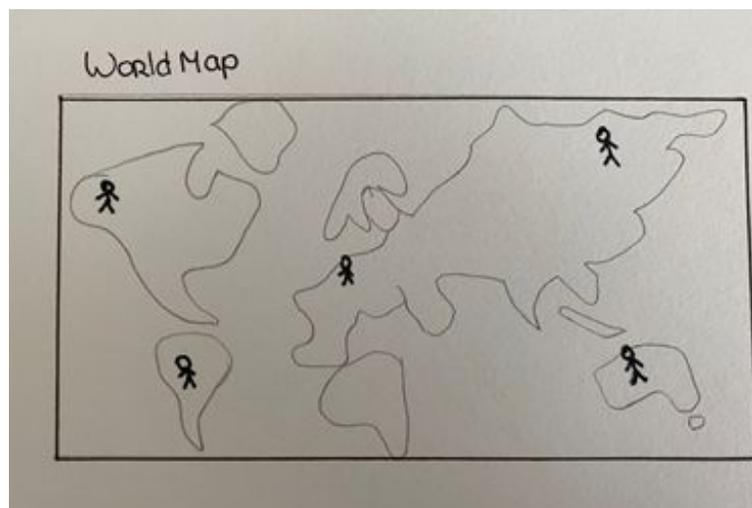
Then we talked about ideas we had and what kind of educational subject we wanted. We also made some rules about how we want to approach the project.

Subjects:

- Climate
- Perspectives
- World(travel), cultures
- Students/youth meeting online.

Rules:

- Meet online or on campus on a fixed date and time.
- Divide tasks, when we have a clearer view of the project and the game.
- Finish work one day before the deadline, so we can check our work.
- Do your work.
- We check each other's work.
- Be open and clear to each other, about the project and the things you expect from each other.



❖ Meeting 8 September

We talked about the things we discussed on Monday. Then we began thinking of new ideas.

Ideas:

- A game with a combination of strategy and chance.
- Augmented reality, for example project things on your table.
- A history game with little facts, for a younger user group.
- An escape room:
 - Everybody in a room in their house.
 - Offline: things out of your house.
 - Time pressure.
 - The story beforehand is non-fiction/educational, for example a history story.
 - Different levels with different exercises.
 - You see each other walking in the room (Minecraft).

❖ Feedback 8 September

We had a good start on the group dynamic, but we needed to get more into the design brief.

We need to document everything.

Learn more about the things and subjects we think are important to know, in this way you get a more concrete view.

The physical part of the project has to be made, so with a prototype. The digital part doesn't necessarily have to be made, but it still has to be designed.

We need to show our process, preferably to actually see it.

In his words get weird, so explore more and think outside of the box.

Try things out and do crazy stuff. Take the starting points and go into the extreme.

Try to look at your work as an 8 year old, so try to look at words differently.

What if you change the idea of an escape room, for example: "escapemoon", do a puzzle to get in the room.

You already have the obvious, so try to think of the non-obvious.

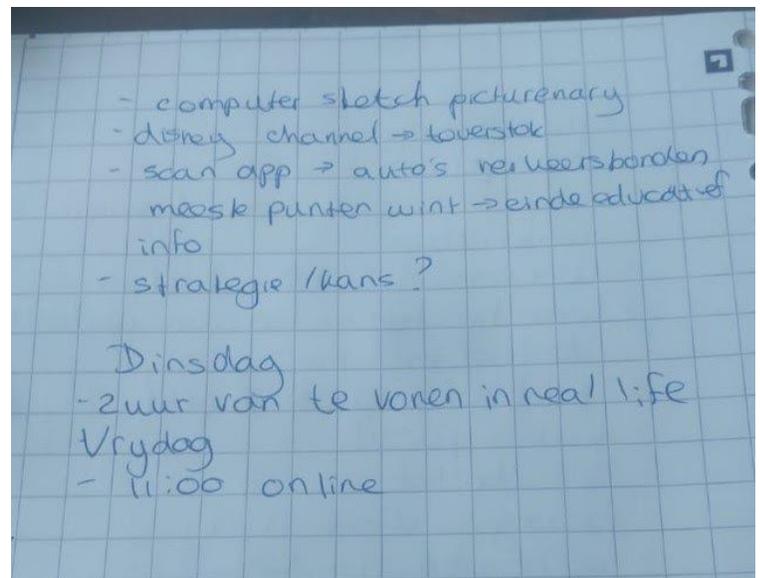
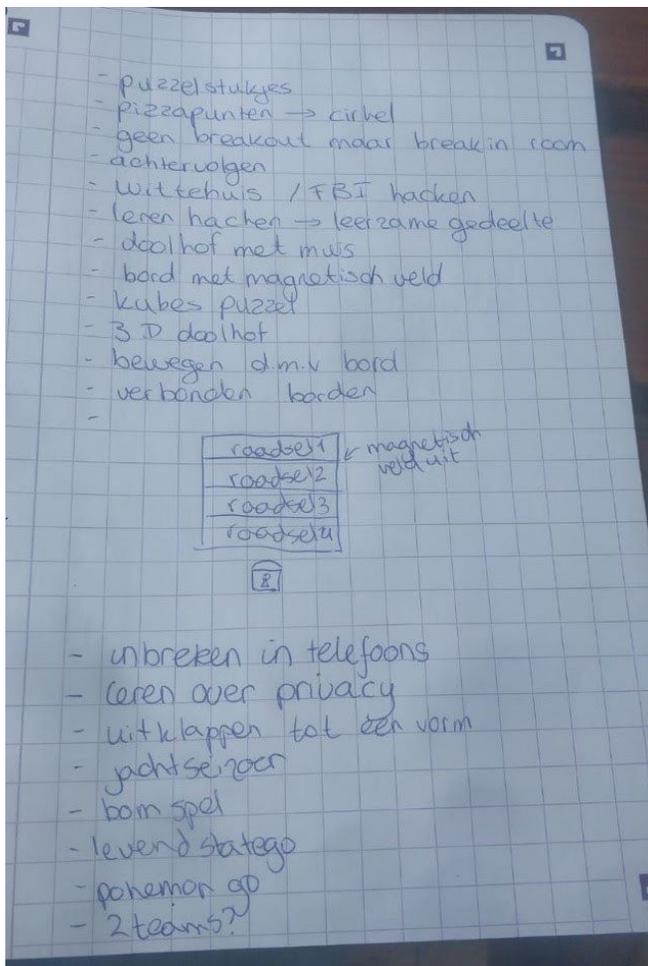
Design the room, we don't need to make it. We don't need to produce the game

Week 2 (10-17 September)

❖ Meeting 11 september

We did an escape room for better team building and inspiration and after the escape room we had a very efficient brainstorm session. We talked about different topics, boards and formats. We also decided that we would do an offline meeting every Tuesday (as long as it is responsible with the virus) and every Friday and online meeting. Those 2 moments are mandatory but of course extra meetings happen.

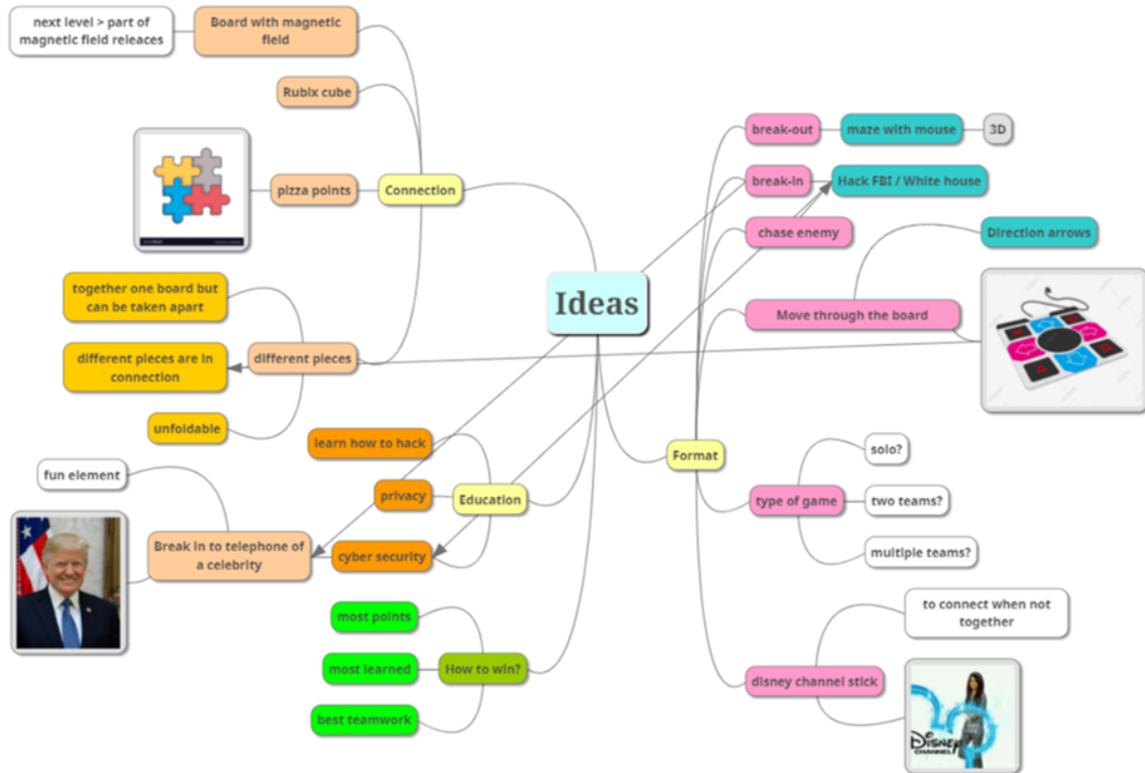
Notes brainstorm session:



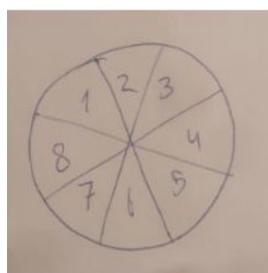
❖ Meeting 15 September

We made a PowerPoint presentation about our process in advance of the tutor meeting on the same day.

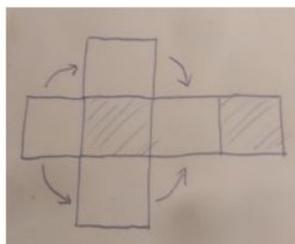
Mind Map brainstorm session 11 September:



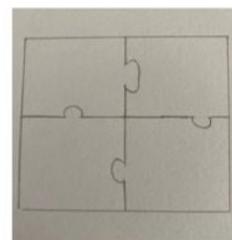
Sketches different ways of connecting the boards:



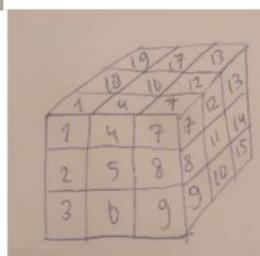
Pizza points



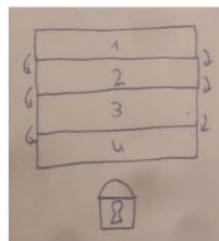
Unfold able



Puzzle Pieces

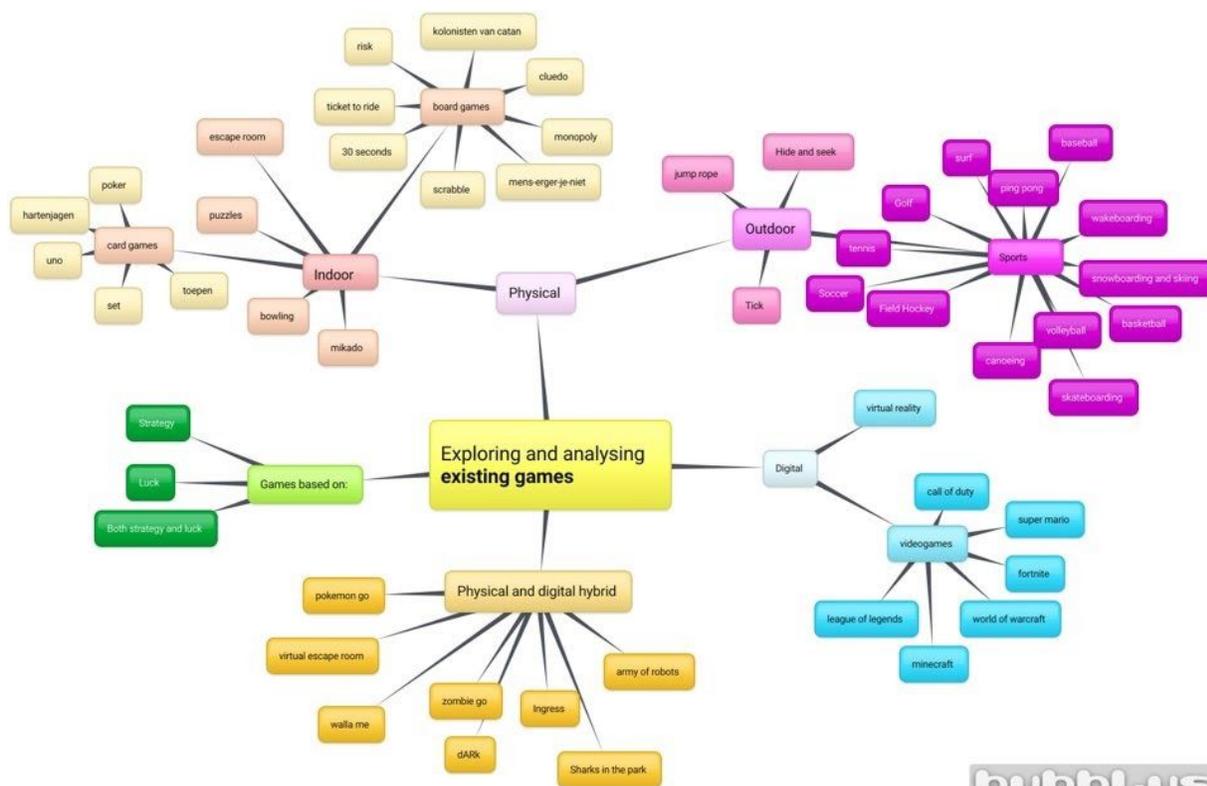


Rubic cube



Different layers

Mind Map exploring and analyzing existing games:



❖ Feedback 15 September

The game needs to be affordable for the target audience.

How do we want to develop this idea? → Make rules about this, so everyone is on the same page.

It was a good idea to do the escape room.

Our subject about cyber security is interesting.

After our subject it goes all the way.

We need to explore different games and in the end choose 3 game ideas that we think are interesting.

We need to link all the different things we have. For example: how do you link cyber security and a celebrity?

We need to associate what you say yourself or what the others say.

Maybe there are hackers and good guys. Maybe there are different strategies in security.

Week 3 (17-24 September)

❖ Meeting 18 September

A minimum of 3 people:

- A bad guy / hacker
- Company
- Citizen

Difficult words can be replaced by pictures or animations, so the game becomes more child friendly. A lot of color and pictures for children.

2 teams:

- You don't know who is in your team.
- You take turns.
- When you play you can choose between attack or defend.
- One team:
 - Everybody has their own goals, but as a team you have the same main goal.
 - In one team there are different characters.
 - You can't say who you are.

At the beginning you get a code, you share with your friends. This way you know with whom you are playing. At the beginning of the game you also get an identity card about who you are and what your goals are.

A combination between Cluedo and werewolves.

How does the board look?

- The board needs to be interactive.
- A traditional board with a more difficult app.
- A board with sensors.
- You move over the board with a dice.
- You see a light where the others are on the board.
- Everyone has a board. When you play online you choose the option solo and when you are altogether you only need one board and you choose the option together.
- On the board are events.
- A round board, so you can keep on walking.
- The board needs to look nice.

All the goals are little escape rooms. The goals have to do with privacy. You need to secure your own identity.

When do you win?

- When you achieved all your goals through a roadmap.
- Hackers need to guess the passwords of the citizens. The hackers know from each other who they are.
- The citizen needs to stay safe and the hackers need to hack the citizen. The citizen can report a hacker to the police. The police is played by the system.
- The citizens win when they complete all their goals or when all the hackers are reported by the police.

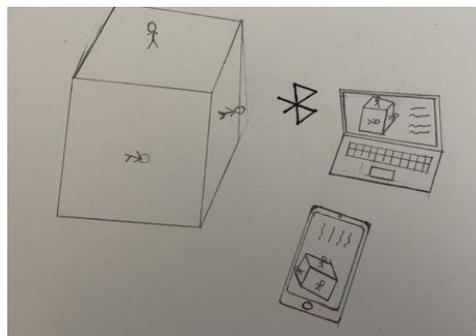
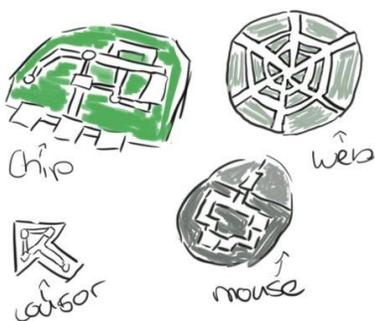
Portraying words:



An overview of playing online:



Different ideas of boards:



❖ Meeting 21 September

We had an online meeting about how we want to make the video tomorrow.

We want to make a cobweb out of cardboard.

To visualize the online part we want to insert screenshots into the video.

The game can be played by a standard amount of people (3 to 5/6)

Maybe a life-size board to express our idea

Phone holder

We want to have background music and a voiceover with explanation in the video.

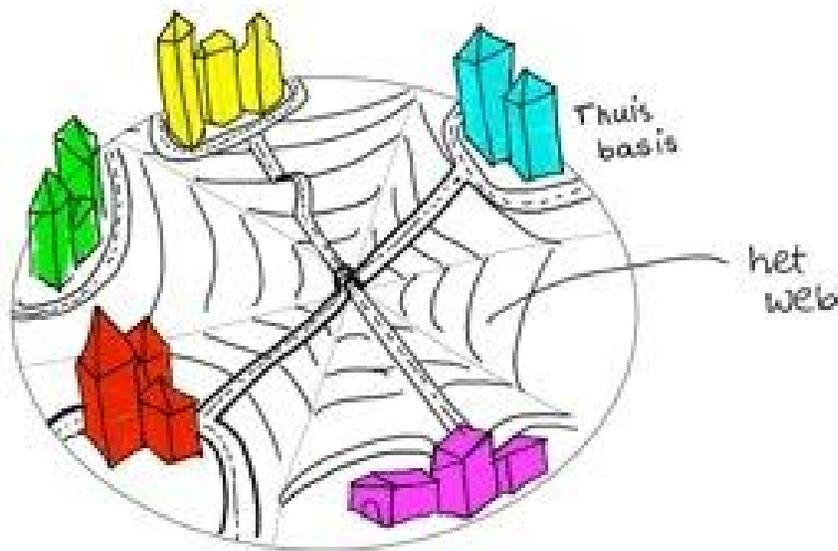
For now we want to have a clear prototype, later in the process we want to make a more beautiful and working prototype.

Information chips you can collect as a point system.

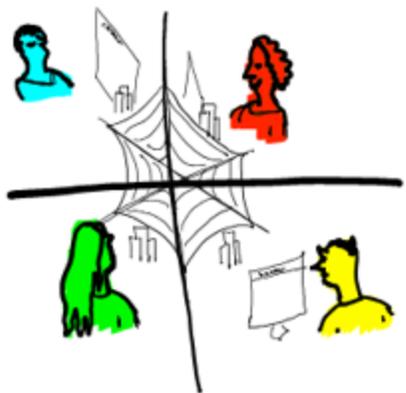
Spiders or surfers as pawns.

We decided that everybody would watch around 3 toy advertisements to get a better idea of how we wanted to shoot the video.

Idea cobweb board:



Idea playing the game online:



this can be found at some places on the board in the code when a player goes to this place a specific thing will happen
 players will have to go to the right place on the board. the player will only know what the other player has to go the players have to figure out what on the web they have to go

de identiteit van de hacker veranderd steeds burgers moeten eraanter zien te komen wie steeds liegt over zijn identiteit

Brainstorm video:



❖ Meeting 22 September

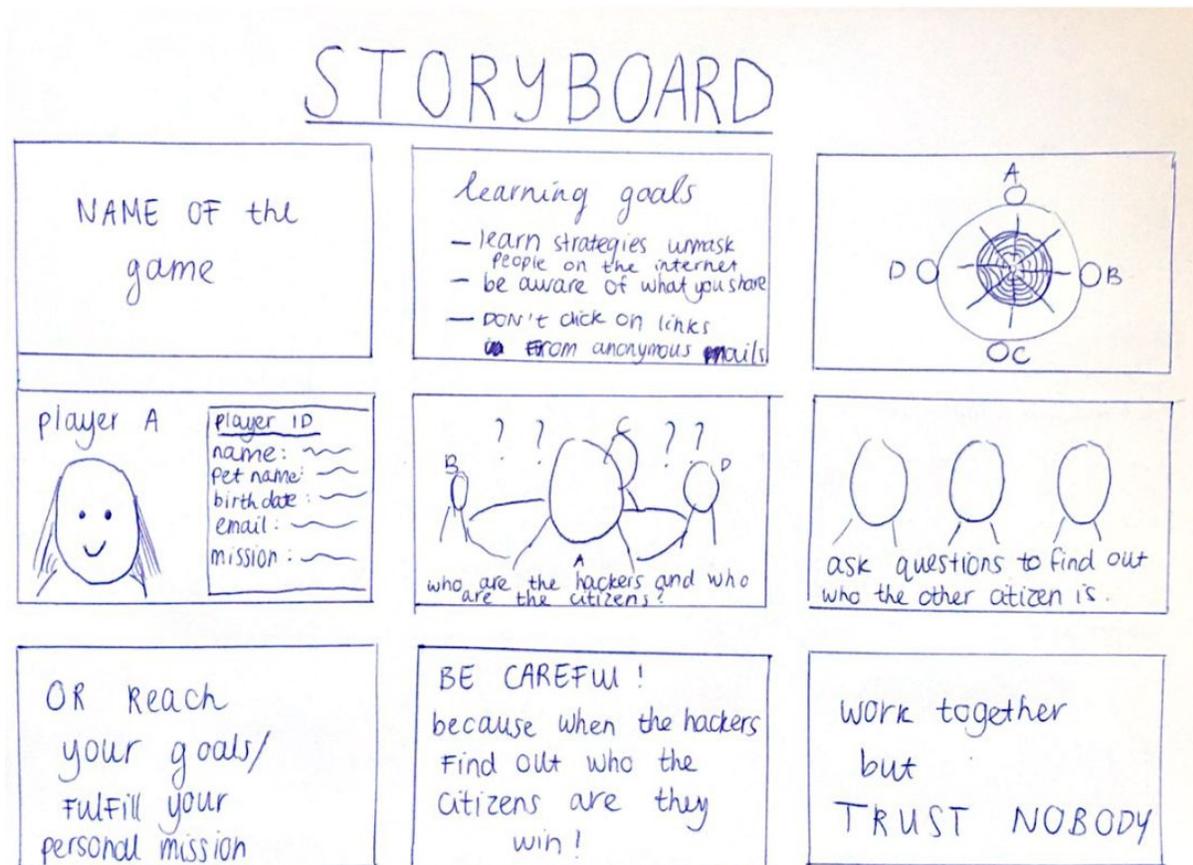
We made a prototype and filmed the midterm video.

We used this video as inspiration:

<https://www.instagram.com/p/CEwO-5ThG86/?igshid=ywfapvoy2i5f>

We also prepared the midterm presentation.

Storyboard video:



Prototype board:



❖ **Midterm feedback 24 September**

The topic is really good and relevant.
Maybe be inspired by the werewolves game.
Think of strategies that the citizen and the hackers can use.
A chameleon as a metaphor of a hacker.

We need to speed up the process by dividing tasks or working in duos.
We also need to simplify the idea and we need to think about what happens in the physical world and what happens in the digital world.

❖ Meeting 24 September

We had an online meeting about our feedback we got from the midterm presentation. We decided that the next time we would make sure that a week till half a week before the deadline, we would make sure the video is finished.

Organizational stuff

Task division:

- Roles with missions
- Chance cards
- Research
- App design
- Prototype
- Game rules

Plan:

1. Research → How save on the web?
2. Strategy → How save in the game?
3. Designing the board

Cybercrime nowadays:

- Whatsapp
- Mail
- SMS

At the final presentation we make a timeline with the process.

We also need to test the game.

Everybody picks elements out of their favorite game.

Game

You can play our game with a lot of people, so we need to emphasize that.

Maybe when you play with more people there are some extra features, for example an extra character.

Missions:

- During the game you invest in privacy and internet security.
- You don't actually do the missions, you have to give an option which you choose. You do the mission in the game, but not in real life.
- If you complete a mission your points double.

2 dices:

- One with numbers
- One with missions/chance
- The dices are both online

- At the meeting point you dice against each other. The person with the lowest number has to give information towards the other person. People who are better secured get two dice to throw.

Strategy:

- At the beginning you don't want to go to the meeting points, because you are not good secured.
- The middle of the board is a save place
- Everybody starts an edge of the board

Color scheme and board:

- Black, green, dark purple, lilac, white
- The board itself is black.
- The cobweb is white with lights
- The dangerous part of the game looks different than the save part of the game.

Identity card:

- Hackers and citizens get their personal color on the identity card.

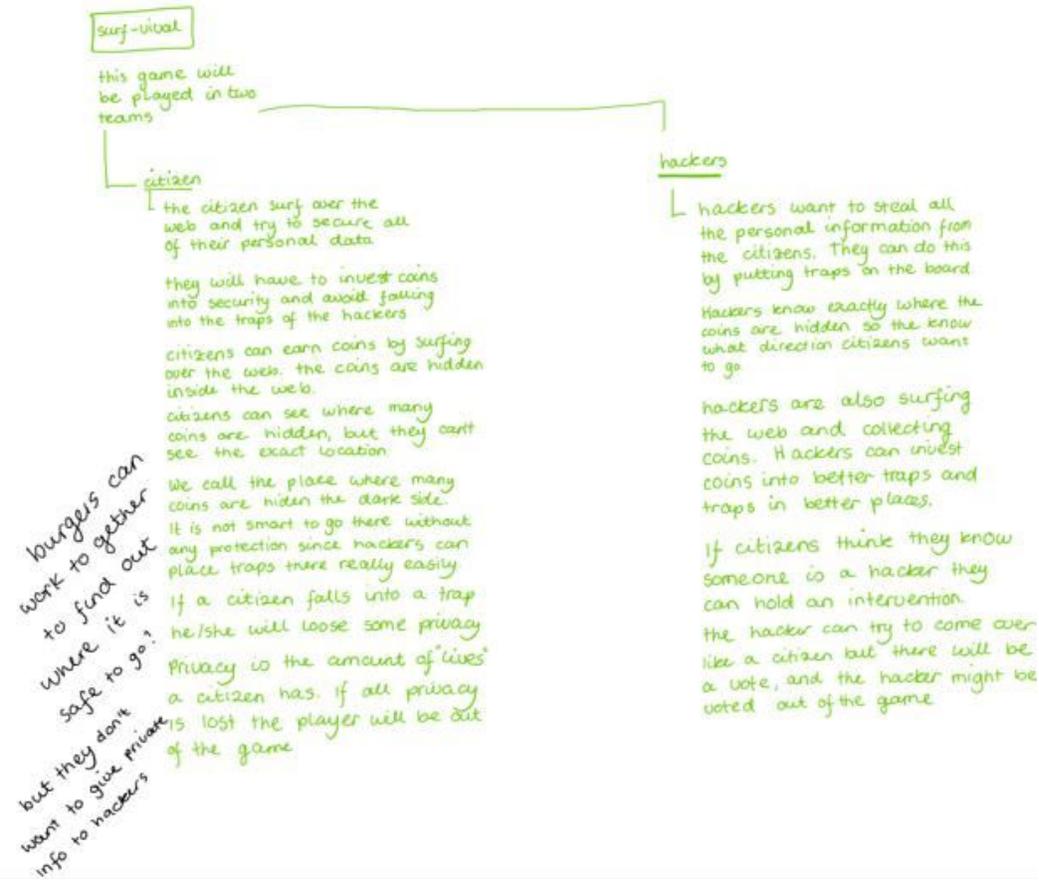
Hackers:

- Hackers adapt to the characters of the citizens
- They always give another name
- They don't have their own identity
- Hackers can choose who they want to attack. The hackers can only attack if they have enough points
- Hackers can attack every round. They get points for the attacks.
- The hackers can exactly see where you can earn points, so they can see the exact box.
- Hackers can set traps on dangerous places, the places where you can get the most points. Hackers can also set traps on save places, but then it costs the hacker points to set the trap.
- Hackers want to break into the citizens.
- The hackers need to break in before the citizen has its maximum safety.

Citizen:

- In the app the citizen can see where they can collect points. They can only see the place, not the exact box.
- Citizens want the hackers out of the game.
- Citizens strive to maximum safety.
- If a citizen is in the same box as a hacker, the citizen can report the hacker to the police.

Difference between hacker and citizen:



Prototype online board:



Week 4 (24 September - 1 October)

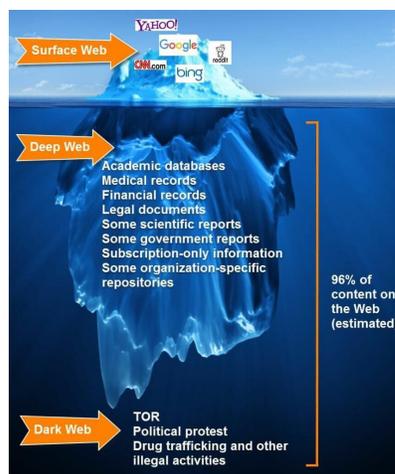
❖ Meeting 25 September

In this meeting we made a new task division for the new things that needed to be done. We also found the marvel app. This app is used to make mockups of an app with some interaction. link: <https://marvelapp.com/prototype/6ah15e4/screen/73088433>
We also came up with the idea of two different “levels” within the board for extra difficulty. The outside of the is the surface web and the middle of the web is the dark web. The idea of this is the deeper you get into the web the deeper you get in the world of cybersecurity just like in real life.

Task division

- wat gaan me in deze meeting bespreken?
- wat moet er gedaan worden?
 - bord ontwerpen $E + A + F$
 - definities/regels uitwerken F
 - app ontwerpen $L + P$
 - personality's bedenken $L + P$
 - wat is de prijs van traps $E + A + F$
 - wat is de prijs van beveiliging $E + A + F$
 - hoeveel coins krijg je per keer $E + A + F$
 - research over beveiliging & aanvallen i iedereen

Dark web / surface web



We also thought of what kind of information the id cards should contain. We came up with the following things:

- Full name
- Birthdate
- Place of birth
- Email
- Bank details
- Phone number
- Hobbies
- Passwords
- Residency

We also wrote down some more game rules and started with really putting together the game manual.

App layout:

- **Home screen with sign in:**
 - Link your board?
 - Start your own game
 - Group code
 - Join a game via code
 - Group code
- **Home page**
- **Id card**
 - Character card
 - How much of your information is stolen
- **Dices**
- **Hacking (hackers)**
 - Traps
 - Placement on board
 - upgrade
- **Cyber security (citizens)**
 - Upgrade
- **Board**
 - Other players?
 - Voting
 - Where are point (and how many)

❖ **Meeting 28 September**

We did research and made the play characters for the game. We made 11 characters in total.

The characters can be found in the appendix.

❖ Meeting 29 September

We did research on how to make a logo appealing and how it can refer to our subject.

Moodboard logo:



Logo banner:



Logo black:



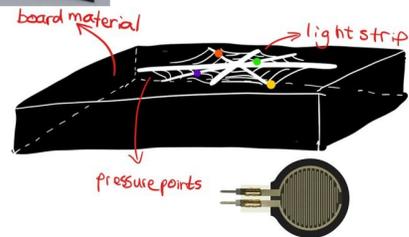
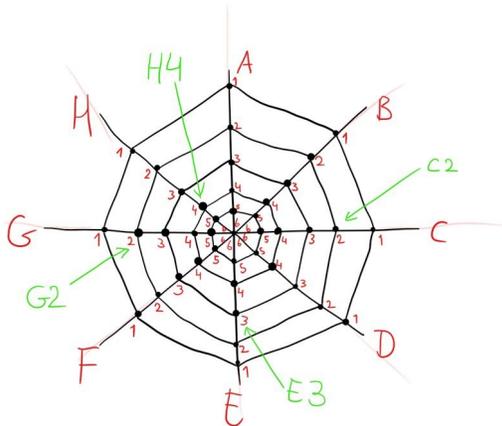
Logo green:



Logo with background:



Board prototype:



Week 5 (1-8 October)

❖ Meeting 6 October

We worked on the logo and id cards and continued with testing the marvel app. We also made another prototype that you can see in the picture below. We also discussed some packing ideas and made some designs for a website. Lastly we worked on fine tuning the game rules.

Prototype:

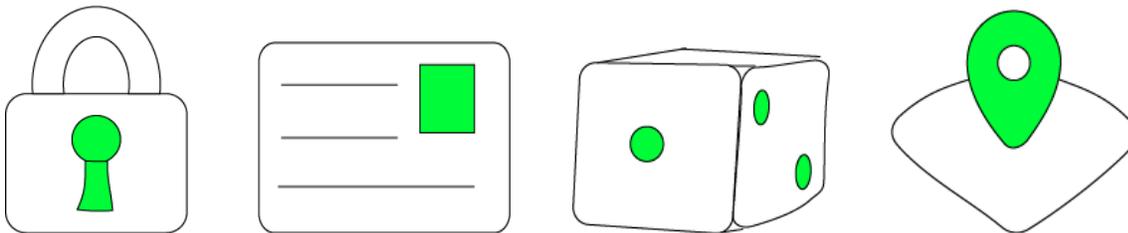


Prototype webshop:



ID card citizen:



ID card hacker:*Icons app:*❖ **Feedback 6 October**

If you use someone else's designs make sure you address from who you got the design.

Use your own hooded figure for the logo, otherwise address the designer of the hooded figure you use now.

Use everywhere the same line thickness and color. Now there is a difference between line thickness and the colors of the logo and the app. Make sure this is the same.

Make sure the id card and the app are readable.

Use different materials on the board, for example 2.5D printing or spot printing (glossy). If you want a foldable board you can use railed cardboard, but you need to keep in mind that the lights don't break.

The electronica needs to contribute to the aesthetic and the playing feel.

Think a bit more about the strategy and the gameplay of the game.

Make sure the learning goal is clear and also comes out of the game.

❖ Meeting 8 October

We took the notes from the meeting of 6 October in consideration so we changed the id card colors and the colors of the board a bit so everything is more readable. We also made the final logo design with our own hooded figure.

Final logo:



Week 6 (8-15 October)

❖ Meeting 9 October

Worked on game rules

When we had made the prototype we decided that we had to play the game to experience what the game was like and how we could improve certain things. Eva played the game with her family and found out as expected that there were a few things that weren't right yet. It lasted way too long for the citizens to be trapped by a hacker. This was because there are so many positions on the game board and when the hacker places a trap it only covers one position. Before playing the game we already decided that the hackers had to earn more money compared to the citizens. But when Eva played the game it became very clear that they have to earn even more than expected. We have improved this by lowering the cost of building a trap and we increased the amount of money a hacker could earn at one position. By changing this the excitement of the game started earlier and ended later and therefore lasted longer. Our current table regarding the cost of traps and security is shown below.

	T*	T**	T***	T****	T*****
Dark web	2	2	2	2	2
Surface web	10	10	-	-	-

Prices: placing traps

S	S*	S**	S***	S****	S*****
-	4	8	16	32	64

Prices: upgrading security

We also figured that fifteen personal information pieces was too much to steal for the hackers. The game became boring in the end since it is the same process for the hacker way too many times. So we decreased the amount of information back to nine pieces.

Final id card hacker:



❖ Feedback 13 October

Keep track of the process and take pictures of everything you have done.

Make sure everything is readable.

For the packaging you can think of different things than just a box. Maybe the unpacking experience is a goal of the game. Make sure the ambiance of the game is the same.

Maybe the message of the game is experienced when you open the game.

In the final reflection you need to address how this course helped with your process as a designer.

❖ Meeting 13 October

We talked about the design of the app and changed some things. We also thought of the packaging of the board. We thought of making a box that looks like a laptop, in this way we make sure the subject of the game is also clear by looking at the box.

Logo on the box:



Week 7 (15-22 October)

❖ Meeting 16 October

We made the final prototype and packaging of the game. We also shot the video and started on the final report.

Final physical prototype:



Final packaging:



❖ Meeting 20 October

We updated the website design for the last time so it would be completely up to date. We also did the final video editing so it would be perfect before delivering it. After everything for the deadline was finished we started to work on the group report and presentation.

Final website design:



❖ Meeting 21 October

We did a final meeting to ask if the tasks in the presentation were completely clear for everyone and after that we did the final presentation.

❖ **Final feedback 22 October**

- + Interesting contemporary game topic;
- + Good consideration of the game length;
- + I like how you stimulate collaboration, and how the board has two levels (incl. dark web);
- + Good slogan;
- ? The green-on-grey looks quite dangerous. As if the internet is always terrifying. Did you consider using e.g. color changes?
- ? A cobweb has a center. Does the center in your game have specific significance? I probably missed this...
- ? You have a challenging age group (10-18-y.o.): the youngest players probably have a different game play preference than the older ones. Did you consider this?



Week 8 (22-29 October)

This week is the final week, we already spent a lot of time on creating this final report so we just needed to do some finishing touches. We continued with making this report and checking what we already had and adding the final things. Apart from this report we worked individually on our reflections which are attached below.

Gameplay Manual

We decided to put the manual in the report as a link to make it feel more like a stand alone document. We tried to simulate the game experience where the game manual is a separate document.

In the manual we used sketches of screens of the app instead of screenshots because the manual and the app aren't completely compatible. This way you can still get a feeling of how the game works together with the app even though the app looks a bit different.

Pictures with a green background are for hackers only. Pictures with a purple background are for citizens only.

This is the link to the game manual:

<https://1drv.ms/w/s!AnUP0vlhiXEOgSpPvkgLynayPEQt>

Work Division

This is our visual overview of our work division.

Task	Leonie Vaccaro	Eva Veldhorst	Anne van de Ven	Puck Verbeek	Fransje Verhoef
App	x			x	
Board		x	x		x
Game manual					x
Characters	x			x	
Coins System		x	x		x
Sketches	x	x	x	x	x
Prototype		x	x		x
Test Game		x			
Logo and webshop			x		
Edit video			x	x	x
Final Prototype			x	x	x
Final Report	x	x	x	x	x

Reference List

Alpár-Etele Méder.(n.d.). Skull. [Picture]. Retrieved on October 26, 2020, from <https://www.iconfinder.com/editor/?id=1531919&hash=321cae70e6bbb3c58b0d3b641f33a07dbc599c2a29b9590e3fc65ed3l>

Balance, B. (no date). Normal Attention Span Expectations By Age. Retrieved October 26, 2020, from <https://blog.brainbalancecenters.com/normal-attention-span-expectations-by-age>

Castle, S. (2020, February 12). Board game types explained: A beginner's guide to tabletop gaming terms. Retrieved October 26, 2020, from <https://www.dicebreaker.com/categories/board-game/how-to/board-game-types-explained>

Cybersave yourself. (no date). Thema's. Retrieved September 28,2020, from <https://cybersaveyourself.nl/themas/>

ExpeditieRobinson.Net. (no date). Overzicht aflevering 14. Retrieved October 13, 2020, from <https://www.expeditierobinson.net/ER21-overzicht-af14>

Hankel,A. (2020, September 24). Become a cyber hero !?!. Retrieved September 28,2020, from <https://wiki.surfnet.nl/display/CSY/Twitterberichten>

*Authorised access

Howard, J. (2018, June 22). What's the age when kids start social media? Retrieved October 26, 2020, from <https://edition.cnn.com/2018/06/22/health/social-media-for-kids-parent-curve/index.html>

Kalash. (no date.). Bitcoin. [Picture]. Retrieved on October 26, 2020, from <https://www.iconfinder.com/editor/?id=3287282&hash=536fc9f35c39ad32b23dfd55e09441b7aec8e5a1b58cc96c43554f3f>

Litchy.(2020, September 05). I WILL BE READY IN 15 SECONDS. 🕒 @litchy. [Video]. Retrieved on September 21, 2020, from <https://www.instagram.com/p/CEwO-5ThG86/?igshid=ywfapvoy2i5f>

Pancare, R. (2019, March 02). How Do Bright Colors Appeal to Kids? Retrieved October 26, 2020, from <https://sciencing.com/do-bright-colors-appeal-kids-5476948.html>

Primaindeklas. (no date). Welkom bij de lessenserie van de Autoriteit Persoonsgegevens. Retrieved September 28,2020, from <https://primaindeklas.nl/lesson/index/314?hash=46c9614f>

Rajdeep Das. (2018, January 24). What's the difference between Surface, Deep & Dark Web?? – Lets have some discussions!!.. Retrieved October 26, 2020, from <https://iamrajdeep.wordpress.com/2018/01/22/whats-the-difference-between-surface-deep-dark-web-lets-have-some-discussions/>

Spiske, M. (2018, May 15). Photo by Markus Spiske on Unsplash. Retrieved October 26, 2020, from <https://unsplash.com/photos/iar-afB0QQw>

Surf. (no date). Cybersave Yourself: maak medewerkers en studenten bewust van internetgevaren. Retrieved September 28,2020, from <https://www.surf.nl/cybersave-yourself-maak-medewerkers-en-studenten-bewust-van-internetgevaren?dst=n110>

Appendix

Become a cyber hero !?!

“Social engineering

Worried about becoming a victim of social engineering? Arm yourself with the knowledge to avoid this

If you receive a suspicious phonecall, email or text message. Don't respond or click on links! Check with the business through their official number on their website.

Received a message claiming you've won something or you are owed money? STOP, THINK and DON'T click on the link! If it sounds too good to be true, then it probably is.

Received a phone call/message claiming there's been an issue with your account? STOP and THINK before giving out personal information. Always call their official number to check.

Be careful of social engineers attacking you in person. They might try to enter your office Politely ask for ID. And don't be 'baited' by USB sticks left on the desk. Report them.

Phishing:

Gotcha! You click on a link *from your bank*, log into the website and follow the steps as prompted. But the sender is not as reliable as you think. It's the perfect cover for a password thief. And with your data and your identity, they will have no trouble hacking into your *bank* account.

Never just fill in your personal details without thinking.

If an unknown sender offers you something that's too good to be true, be wary.

If someone you know or an authority asks you something odd or unusual, be wary.

Never just click on links in an e-mail without thinking. Type the URL in your browser yourself.

Never just open e-mail attachments without thinking.

How can you recognise a phishing email? Check the domain name in the URL of the website. Hover your mouse over the link. Is the domain name really the name of the organisation?

Have you won the latest iPhone, free tickets for a concert or are you getting an offer for a faraway trip at a bargain price? If it seems too good to be true, it usually is. Think twice before you click on a link!

I have received an e-mail but I'm not sure if the message is real. How do I find out?

A Word or Excel document attached to an e-mail: can I always trust it?

Help, I think I have clicked on a malicious link / opened a fake attachment! What should I do now?

Password security:

Half a millisecond. That's the average time it takes a hacker to crack a weak password like '123456' or 'password'. And passwords that consist of actual words or birth dates are almost as easy to guess. Make life more difficult for password crackers. Include random punctuation marks, capital letters and numbers in your passwords.

Sometimes it might be tempting to choose a simple password for your online accounts, such as your date of birth. But is that really a good idea? Read why a strong password is crucial and how to create one **Use strong passwords.**

Using the same password for all your accounts: easy, right? That way, you only have to remember one. But is that really a good idea? **Don't use the same password for every service.**

Do you have difficulty remembering all your different passwords? Then a password manager might be for you. A safe and user-friendly solution, as long as you follow a few simple rules **Use a password manager. Don't write your passwords down.**

Give your accounts an extra layer of security by using two-factor authentication (2FA) where possible. It's simple and secure! Read more about it at

What should you do if you think someone has hacked your password? **If you've shared your account details, change your password.**

Go to [How secure is my password](#) to test how strong you can make a password. It shows how long before your password would be guessed. One month - disastrous! 30 years isn't great either. Billions of years is fantastic! **Use strong passwords.**

Sharing account details:

Your login details are personal. But not long ago you let someone use your account to look something up. Surely, there's nothing wrong with that? Login scams take many forms. From unauthorised use of personal information to the resale of confidential data. So never share your login details with anyone and be careful with confidential information.

Never share your password with anyone else.

Beveilig altijd je smartphone met een pincode.

Leg uit dat ze hun devices nooit onbeheerd mogen achterlaten. Jouw kinderen moeten begrijpen dat het achterlaten van hun device – smartphone of laptop – niet alleen een risico is, maar dat het ook schadelijk kan zijn als dit in de verkeerde handen valt. Hackers kunnen dan immers inloggen op die apparaten om online de identiteit van jouw kind aan te meten.

Deel geen foto's of video's van jouw vrienden op social media

Roep cyberpesten een halt toe. Leg je kinderen uit dat pijnlijke opmerkingen of online grappen over iemand niet oké zijn. Vertel hen dat ze het onmiddellijk moeten vertellen als ze slachtoffer zijn van cyberpesten of als ze zien dat iemand anders dat meemaakt.”

Written by Albert Hankel on 24 September 2020

** This article is only available by authorised access.*

That is why we put it here.

Characters

Underneath you find the 11 characters we created for the game.

Name: Tiffany Alexander

Birthdate: 21-06-1998

Birthplace: Chester England

E-mail: tiffany<3@gmail.com

Password: Pepper<3mint!

Bank information: UK21 HBUK 671029 35480093

Phone number: +44 06 86439521

Hobby: Gymnastics

Residency: Victoria Street 185c, London England

Name: Cristopher Lawson

Birthdate: 26-08-1972

Birthplace: Birmingham Wales

E-mail: C.Lawson72@outlook.com

Password: EmmaCL1825*

Bank information: WL57 MIDL 371906 28541245

Phone number: +44 06 35467920

Hobby: Writing

Residency: Queen Hill cress 103, Newport Wales

Name: Joshua Miller

Birthdate: 7-11-1994

Birthplace: Colchester England

E-mail: Joss11@gmail.com

Password: Dave11Beck0m\$

Bank information: UK43 HBUK 683928 67328908

Phone number: +44 06 90187234

Hobby: Football

Residency: Lorrimer Road 33, Leicester England

Name: Diane Evans

Birthdate: 24-01-1951

Birthplace: Aberbargoed Wales

E-mail: aneEvans@yahoo.com

Password: Ane3&9stitch

Bank information: WL12 MONZ 848293 49302003

Phone number: +44 06 74513296

Hobby: Knitting

Residency: Arlington Road 12, Sully Wales

Name: Megan Taylor

Birthdate: 12-04-2002

Birthplace: Manchester England

E-mail: MeganT.@gmail.com

Password: MissMT!4

Bank information: SC31 BARC 939230 00435675

Phone number: +44 06 75603281

Hobby: Tiktok and Instagram

Residency: Ashton Lane 12, Glasgow Scotland

Name: Harry Martinez

Birthdate: 30-07-2005

Birthplace: London England

E-mail: harry@martinez.uk

Password: Cre3per\$%

Bank information: UK63 MONZ 897434 67523478

Phone number: +44 06 56187490

Hobby: Minecraft

Residency: Cassland Road 176, London England

Name: Alison Alice

Birthdate: 16-01-1959

Birthplace: Glasgow Scotland

E-mail: A.Alice@outlook.com

Password: 2TGvwn3LyK

Bank information: SC56 MDIL 236578 90324415

Phone number: +44 06 73591261

Hobby: Painting

Residency: Riverside Road 50, Glasgow Scotland

Name: Rowan Atkinson

Birthdate: 06-01-1955

Birthplace: Consett England

E-mail: Atkinson.R@gmail.com

Password: mrBean55!

Bank information: GB19 BARC 200605 74741277

Phone number: +44 06 11068542

Hobby: Acting

Residency: Wynell Road 20, London England

Name: Emma Watson

Birthdate: 15-04-1990

Birthplace: London England

E-mail: Emma.W@yahoo.com

Password: SingEW!1990

Bank information: GB20 MIDL 309617 00709943

Phone number: +44 06 58109236

Hobby: Singing

Residency: Aiken Street 34, Bristol England

Name: Brad Tony

Birthdate: 06-03-1998

Birthplace: Leeds England

E-mail: Brad@Tony.uk

Password: Golfing@leeds98

Bank information: GB24 HBUK 400515 23164578

Phone number: +44 06 41631082

Hobby: Golf

Residency: Pembroke Street 56, Bradford England



Name: Suzanne Lakeman

Birthdate: 26-11-2001

Birthplace: Dublin Ireland

E-mail: S.Lakeman@outlook.com

Password: Lakeman2001!

Bank information: IR34 MONZ 040004 12356487

Phone number: +44 06 51975072

Hobby: Cooking

Residency: Victoria Road 43, Dublin Ireland

Reflections

Leonie Vaccaro

Design brief: make an educational game, that is digital physical hybrid.

I knew this was going to be fun. This is the kind of course that I was expecting from the study industrial design. The lectures of this course taught me a new way of thinking of ideas. Like brainstorming ideas by doing something that is related to your subject. Our group did an escape room, which gave us some different ideas. One of them brought us to our final design. So, brainstorming in different ways is important.

Our team worked well, we had no problem in the group. One thing we could have done better was maybe communicate a little bit more about what we did and why we did it. My role in the group was mostly to organize stuff. Like planning meetings, make the structure of presentations and get the process organized for the final report.

My contribution to the design is the app that I worked on together with Puck. I made a computer app and Puck the phone app. The app that I made almost really works like it is supposed to. Of course I also helped to think of the idea for a game. I also looked over the game manual to get some mistakes out. I made some characters for the id card; we didn't use too many of them. But I liked coming up with them. In the next project, I wanted to do some physical prototyping and not digital, since I didn't do it in this project.

I have learned that I find it hard to use a different style than my own. The style we use in our design is very different from my own. Next time this is the case, I have to practice more with the chosen style of the project. Through this process I learned how to use photoshop and illustrator a bit, which was a goal of mine. That's because I am probably going to use them a lot more during my study.

I also don't like to present via teams. I am used to standing upright and to present in front of a group of people, instead of sitting behind a screen. Both of our presentations also had some technical difficulties, but we handled that pretty well.

In the middle of the course I wasn't very motivated. This wasn't because my group was annoying or because I didn't like the course. No, it was, because of external reasons. This really demotivated me, but I still did my part of the project. I realized I had to take a step back and do something fun just for fun. This helped with my motivation. So, I learned what to do if that happens again.

In conclusion I loved doing this course, my group was great and I learned some valuable lessons on what and how to design.

Eva Veldhorst

This is the final reflection of the course From Idea to Design. For this elective we were assigned in groups of five, and had to design a digital-physical hybrid, educational game. The elective made me aware that feedback is crucial and what my strengths are working in groups.

The tutor meetings taught me that feedback is necessary to improve as a designer. When I first thought about feedback, I thought more of receiving feedback rather than giving. But feedback goes both ways, because when you are giving somebody else feedback you learn to critically think. Besides, when you give feedback, you get to know what attracts you in a design and start to develop your own preferences.

Reflections are mainly based on your own thoughts about the process, while feedback is based on someone else's perspective. When the prototype of our game was made, I decided to test it by playing it with my family. They gave me feedback afterwards. It was beneficial to our group to get my family's insights, because they don't know a lot about our process. They are unbiased and notice other things than we or our tutor does. It is interesting how different people appreciate different things in your design. With the feedback you receive and give you can finetune your design. A unique design is based on your own creative ideas and the user needs are integrated in it.

At the midterm reflection I mentioned that the communication and the group work went really well. Until the midterm we worked all together which allowed us to have a lot of online meetings in which we discussed. Further on in the process we decided to split our group into two, due to a shortage of time. One group was designing the board and the other group created the app. In a well-designed game, the app and the board merge into each other. We still met virtually twice a week, to talk about the progress we made and the design decisions we took. This allowed us to be on the same page and the other group members could directly give new insights. Dividing the tasks was key for our group to speed up the process and still remain quality in our work.

I was part of the group that designed the game board which I really liked. I enjoy being creative and make the board aesthetically pleasing. I have done some research to find out more about our target group. This allowed us to use the right colors and determine the length of our game. The group work in our smaller group went fluently, we divided the tasks as even as possible. We made several prototypes and improved it every time which resulted in a better final design.

In a group, I want everyone to be comfortable to explain any ideas they may have. Some people find it harder to start talking in a group, so I tried to help them by simply asking them sometimes if they wanted to add something. Often, they added valuable things and that was rewarding to our group. I think I am a loyal member of our group. I am committed to the project, meet the deadlines and try to help people out if necessary. Something I can work on is taking the leadership role because the project will be clearer when someone takes the lead and divides the tasks. For this project, it was not really



necessary to step into this role because we divided the tasks together and everyone behaved responsible. But I can imagine for projects in the future it can be beneficial to use this to strengthen this capability of leadership.

This elective has helped me in my process to become a better designer by simulating a designer project. Projects like these will stimulate my creativity and problem-solving skills. A lesson I have learned is the importance of feedback in both ways. Besides, I know better what my strengths and weaknesses are regarding my professional identity which allows me to better use those and strengthen them.

Anne van de Ven

In the beginning of this course I had a few expectations and goals because this was our first design course we had within our Industrial Design bachelor. I wanted to have a meaningful input and really contribute something to the final product. I want to be thinking at the end “wow, we did that” and don’t have to feeling that I could have done better. In the beginning of this course I didn’t really know how to distinguish myself because I wasn’t really good at something already so that’s why I decided I wanted to improve my sketching skills.

After the midterm I also had some new goals and expectations. Firstly, I started to recognize that we had to make some basic decisions in our project otherwise we would maybe have a time shortage at the ending of the project. So we really needed to put pace behind certain decisions. I also started to recognize how important a good prototype is in explaining your design so I wanted to really put effort in making a good final prototype. I also wanted to continue with my practicing in sketching because I wasn’t really satisfied yet but did find it a lot of fun.

At first my sketching was a complete disaster but it went better after some practice. The left picture is the first drawing I made. I did find the coordination between the pen in your fingers and the drawing on your screen quite difficult but I started to get used to it. The right picture is the last drawing I made and I think it looks much better.



Apart from sketching on the computer I did a lot of sketching just with pen and paper. They look less pretty but it was very efficient with quickly drawing ideas for a logo. I learned working with programs like illustrator and photoshop and it went a lot better compared to the beginning but I think that I can improve it a lot more.

After the midterm we divided new tasks and one of my tasks was making the final prototype. In the beginning I was quite struggling in how to efficiently show everything we wanted within one prototype. For example all the electricity of the lights. It didn't fit in the board so we decided to make just one row of lights. This has the same meaning in visually explaining our idea as when all the rows have lights. We did the same with the fabric cobweb. We didn't do it in all rows of the cobweb because that would become too messy so we just did it on the 4 diagonal rows.

Apart from these "physical" skills I also learned a lot from the group work. Of course dealing with the time stress at the end was educational but also things like groupmates not having a similar opinion about a decision as I had. You need to find a solution that satisfies everyone. Sometimes this was a little bit of a problem which caused a discussion but overall it went very well. I learned that Fransje is quite perfectionistic and sometimes that didn't really work with others but in the end I think we find quite a good in-between. I learned that you really have to do it together and have to give tasks out of hand.

Although it is just the beginning of our career as a designer I do think that I learned a lot like sketching skills, making the prototype or group work but also simple things like how to print something at the university. I do want to continue practicing the sketching in other projects because I think that there is a lot of space for improvement there. Something else I want to practice in other projects is editing movies because I didn't do that in this project. About two weeks ago I did a workshop on video editing at Lucid and I found it a lot of fun but still very difficult. Lastly I think our group work went really well, everyone did their thing and contributed something. I found the vibe in our time very well and felt free to say things if I wasn't agreeing with someone. In the end it is a group project where you have to take everyone's opinion into mind so there are some things I would have done differently but that is a learning point for the next project.

Puck Verbeek

At first I didn't really know what to expect from this course. The only thing I knew was that I hoped this course would confirm to me that I have chosen the right study.

When the assignment was explained I had a couple of ideas. By talking to my fellow students and my parents I came up with different perspectives. I learned that it is very important to talk to others, to broaden my view of an assignment and my ideas.

At the beginning of the collaboration it didn't go well with arranging a meeting. So we made rules about when we would meet. We also made some rules about what we expect from each other. Personally I think this was a smart thing to do, because this leads to a more structured way of working. I learned that it is important to make rules and set dates at the beginning of your collaboration. It's important to agree on a structured way of working together.

We started our design process by brainstorming together. Personally I think we got into one idea too quickly. We also experienced our idea by doing an escape room, which I think was good. This actually has led us to more ideas. For next assignments I think we should keep our options open at the beginning. This leads to more different ideas. After getting feedback and our own experience we brainstormed again. I think this was good, because this broadened our ideas. I learned that it is important to keep a broad view at the beginning, because this leads to more different ideas in the designing process. It's very important to start with an open view and many ideas and to slim them down later on in the process. I also learned that it is important to experience your own ideas, because this will give you a broader view.

Sometimes I find it hard to express my own ideas. After getting to know my fellow students I got more at ease and I found it easier to express my own ideas. I learned that it is important to get to know your fellow students better. We also agreed at being open and honest towards each other and giving each other feedback. In this way you not only learn from your own process, but you also learn from the others. I learned that it is important to get to know your fellow students a little bit better before you start working together. It is also important to give and to get feedback from each other, because you will learn more from this.

After the midterm my goal was to express my own ideas and thoughts more. I wanted to do this by opening up a bit more and by not being afraid of the opinion of the others.

During this course I learned that it is important to show people your process and ideas. Only by speaking and expressing your ideas others don't really understand what you mean. By showing your design and process the others will understand you, which is important when you are designing.

In the first half of the course we did all the tasks together. After the midterm we decided to divide tasks. I think we should have divided tasks earlier on in the process. This costs everyone less time and effort, because everybody can focus on their own task and make their own task as best as it can. I learned that it is important to divide tasks, because this leads to a more efficient way of working.



This course confirmed that I chose the right study and helped me develop my first skills as a designer. My goal to express my own ideas more did work out well. That made me feel more involved in the designing process. In next projects I want to try to express myself more, right at the start of the process. This I want to do by opening up and not being afraid of what others have to say.

In my next group projects I really want to have the same group dynamic as I had in this group. I want to do this by getting to know each other better and by expressing what you expect from each other at the start of the assignment. It's important to make clear group rules.

Fransje Verhoef

Intro

For this course the assignment was to design a game in groups. The game had to be a physical-digital hybrid, educational and for three or more players. I thought it was a nice assignment and I also had a nice group so working on the design went pretty well. However, there were a few things I ran into.

How did we work

The first weeks we did everything together, but after the first deadline we knew we had to speed up the process. We decided to divide tasks. Two people were going to work on the app, I was going to work on the board together with two other group mates and I took it upon me to also write the game manual. Looking back, I don't think that it was a good decision to divide the tasks like this since everything has to be finetuned and turned into one design.

For example, when I wrote the game manual, I had a different view of what the app should be than the people that were building the app. When I was ready with writing the game manual, I asked everybody to read it and give suggestions and ask questions. The feedback I got was mainly about minor details and grammar, so I thought it was okay and everybody was on the same line. However, when I went through the design of the app, I noticed that it missed some major elements that I explained in the manual, and there were also things in the app that the manual doesn't explain, and thus shouldn't be in the app.

I spent several hours making sketches of all the pages that the app should have and explained to the designers of the app what the game needed. Instead of changing the design they ended up changing a few details that made the app a bit more in line with the manual, but it still didn't make sense to me and it still didn't look nice or user friendly.

I told everybody how I felt a few times, but they looked like they didn't see the problem, so I decided to let it go. The fact that designing the app wasn't my task made it harder for me to influence the vision of the designers of the app.

What did I do about it

When I was finishing the manual a few days before the deadline, I decided to tell my group mates again about my thoughts about the design of the app. I told them that the design of the app didn't match the description of the app in the manual, and that I thought that it didn't look compelling. I offered to remake the app to make it match the manual and change the overall look to make it more playful. I didn't realize that the deadline to hand in all the designs had already passed, so I ended up not changing anything about the app.

How can I improve

I know I like to work things out perfectly down to the last detail, but as the deadline for the project approached and it was time to perfect the game, I noticed that my groupmates looked at it a bit differently. As a result, I'm not completely satisfied with the final result and feel that it could easily have been better if we had taken the time in the last week to take everything to a higher level instead of improving the minor flaws.

I have to find a balance between pushing my groupmates too hard to make something better, and letting go too much. In this case I let go too much and that ended up with me not completely satisfied with the design.

Next time I will ask my groupmates what their goal is, and set my expectations accordingly. If their goal is lower than mine, I know I have to work harder, and not to expect too much from them.

I also wouldn't divide tasks the way we did it now. The end result isn't necessarily bad, but I think working together would have been easier if we hadn't built walls around the different parts of the game.

With this reflection I don't mean to say that we didn't work well together. Many things went very smoothly, and everybody in our group worked hard. I just think we could have done better if we did a few things differently.