Healthy ageing: Serious Game Design Workshop – day 2

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**Objective:** develop a prototype card board game about ...... using game theory principles, user-centred design and iterative design.

*Day 1:* Game design.
  - What is a serious game?
  - Game theory: Fun and Flow

*Day 2:* **Paper prototype**
<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
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<tbody>
<tr>
<td>9.00</td>
<td>Concepten presenteren (max 10 minuten per groep)</td>
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<tr>
<td>9.45</td>
<td>Theorie m.b.t. paper prototyping en test</td>
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<tr>
<td>10.15</td>
<td>Maken prototype 1</td>
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<tr>
<td>12.00 – 12.45</td>
<td>Lunch</td>
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<tr>
<td>12.45 - 14.30</td>
<td>Maken prototype 2, test voorbereiden</td>
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<tr>
<td>14.30 – 15.30</td>
<td>Test uitvoeren</td>
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<tr>
<td>15.30 – 16.30</td>
<td>Verbeteren prototype</td>
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Why prototype?

• For iterative design
• To learn to be a better designer
• For research (playtesting)
  – It fills in the holes
  – Tests for balance
  – Tests for fun & flow
  – Can produce unexpected insights
When to prototype?

• As soon as you can
  – And then do it again
    • And then do it again
      – And then do it again
        » And…
Paper prototypes – Why

- Cheap
- Easy to iterate
- Good for UI and mechanics
- Everyone (not just artists & programmers) can join in
- A safe way to try new ideas
With paper…

- And rocks, boards, feathers, toys, stickies, whatever
  - Don’t waste a lot of time on art
  - Just be representative
- Dice, cards, and other mechanical stuff can be added too

If you can, try to build to scale
• What to test?
  – Perhaps not the whole game
  • Representative chunks
    – Mechanics & UI
Paper prototypes – How

- How to test?
  - What problems do you expect?
  - Prepare a test script for the user
  - Observe (*discrete behavior*), do not help!
  - Conduct *after test* interview
Paper prototyping
Paper prototyping
Paper prototyping
Presentaties

- Donderdag 18 december, 10.30 – 14.30
- 15 minuten per groep (13 groepen ....)
- Inhoud:
  - *Info volgt*