

# Digital game – work in progress

## Background information for Arhus session, June 2016

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- Showing you relevant aspects of work done so far
  - Picking the graphic designer and getting the working team in action
  - Improving and adjusting the game platform
  - Creating first screens
  
- Getting your input to continue the game creation
  - Combining themes and work stations to define 24 questions

# 3. Hypermodern



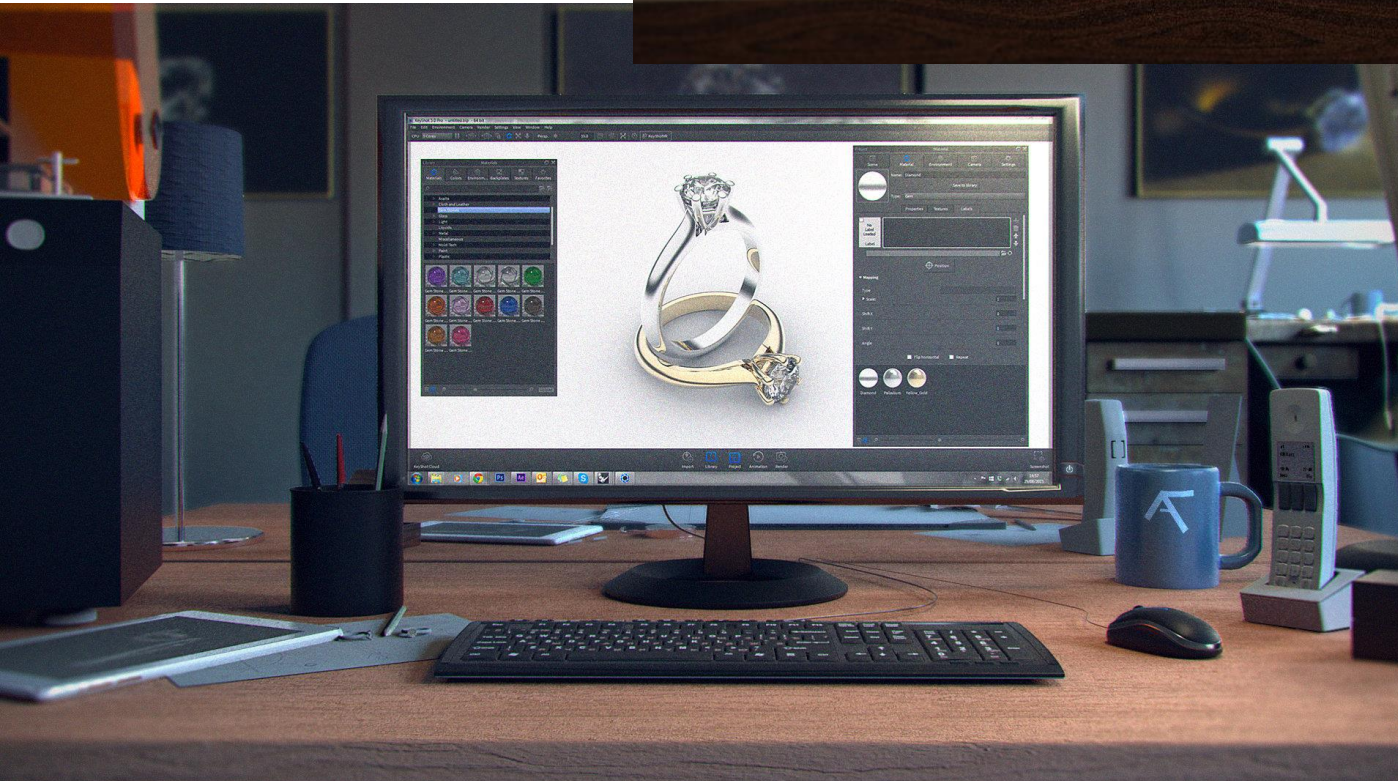
Your style  
choice  
@ Amstelveen  
meeting:



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# 3. Hypermodern

The selected designer:



- The following quick demo is to show you:
  - The context in which questions will be asked of users.
  - [http://preview.jzokzxi2cjfko6r1ut665nxm3g14ihsw2xf3qt7ggy14i.box.codeanywhere.com/public\\_html/](http://preview.jzokzxi2cjfko6r1ut665nxm3g14ihsw2xf3qt7ggy14i.box.codeanywhere.com/public_html/)
  - Note: this demo is very rough: just to illustrate the context for the questions to you again! The overall method is still the same as the sustainability game.

## Adjusting and creating the platform:

- Users enter at a 'start' screen (image 1) ....
- Where they can click on 6 different objects (visible through sparkles) to go to a workstation sub-screen. (In this demo, only 2 objects) ....
- One such sub-screen (work station) is shown in image 2 ....
- In the work station, a user can click on an object and will be asked the associated question (image 3) ....
- All these screens will be replaced by work from the graphical designer.

Salon de coiffure, score: 10



Image 1 – start screen. You can click on the chair or hair dryer to go the relevant work station

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Image 2 – Image of a specific work station. One object has been made clickable to answer a question

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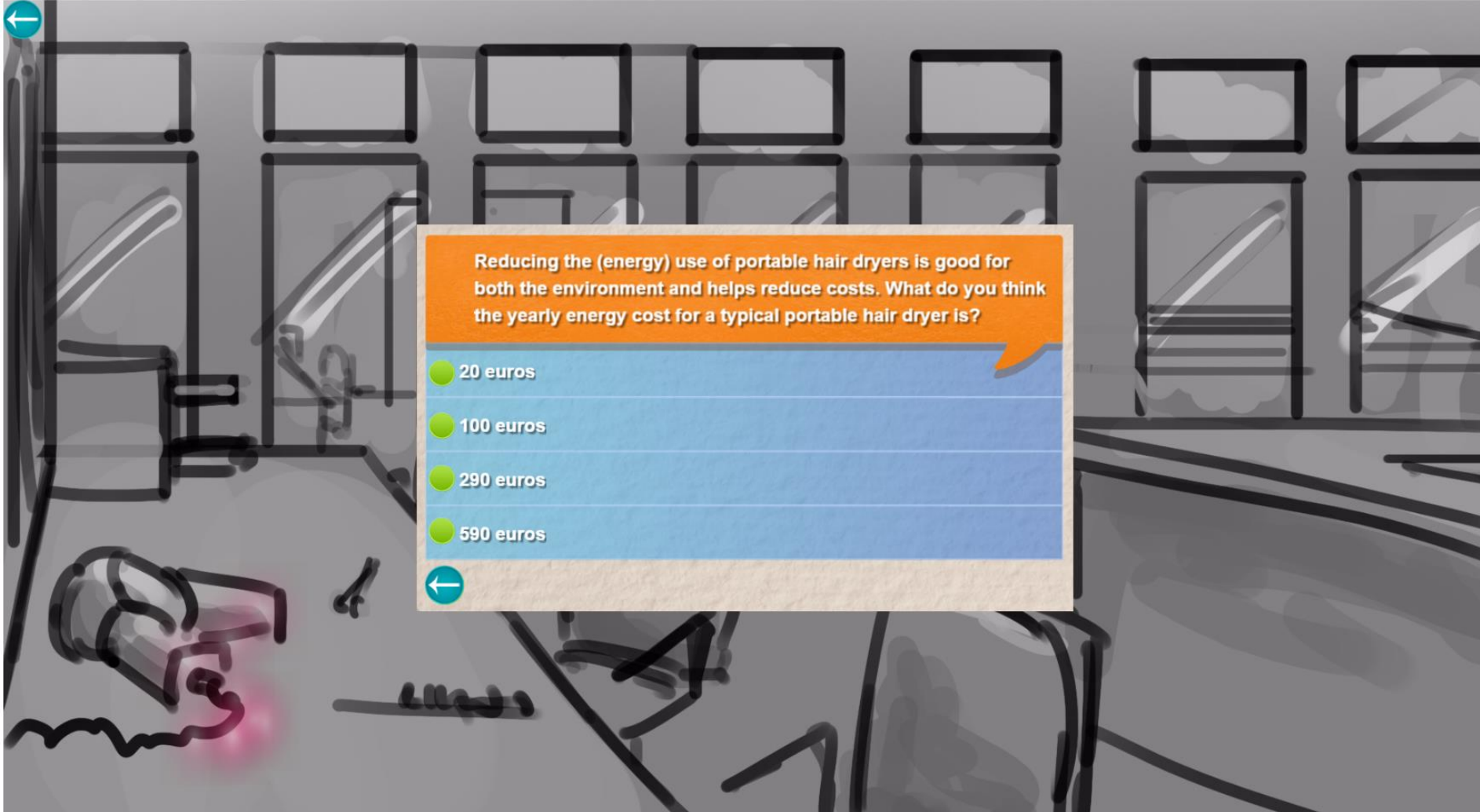


Image 3 – Mock-up of a question. Note that it is important to ask practical questions that the user can relate to!

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Adjusting and creating the platform:

- Our task for this session:
  - The 6 relevant work stations have been determined earlier.
  - The possible questions that can be asked (themes we need to deal with) are also available.
  - Now we need to make sure that there are 4 appropriate questions for every work station ...
  - .... so that the game can cover every relevant theme!



**Thank you for your attention!**

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