digital gaming with pervasive characteristics

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Presentation for UCD lecture

Joensuu, 2008

This presentation is about...

1. Five no_random_facts (about me)
2. UCD in my work
3. Propose you a challenge

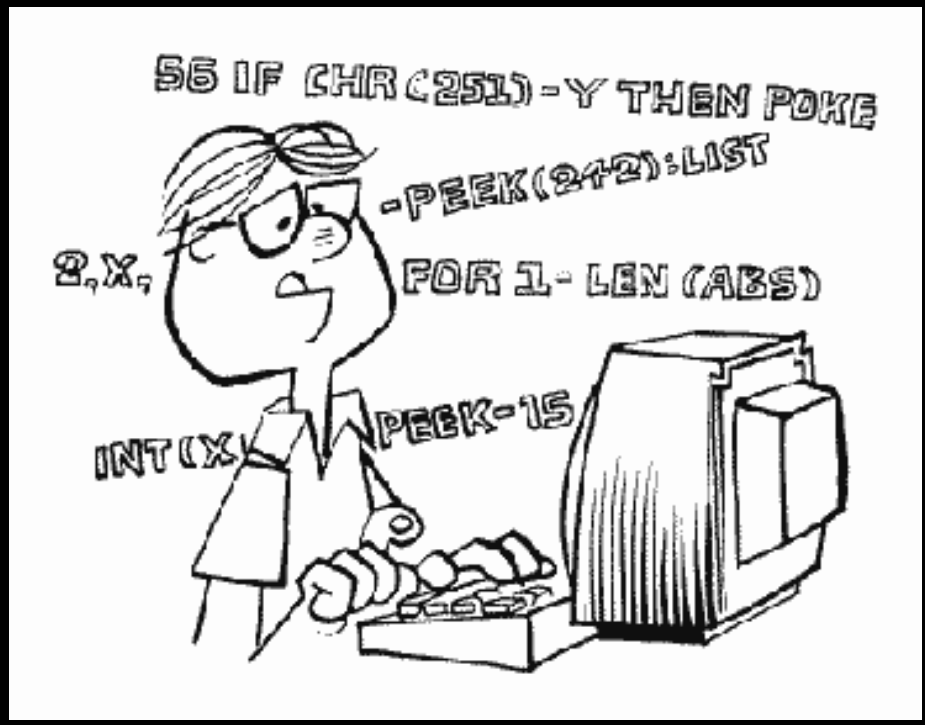
no_random_fact_1

I dislike lectures ~ am I a bad student ?

no_random_fact_2

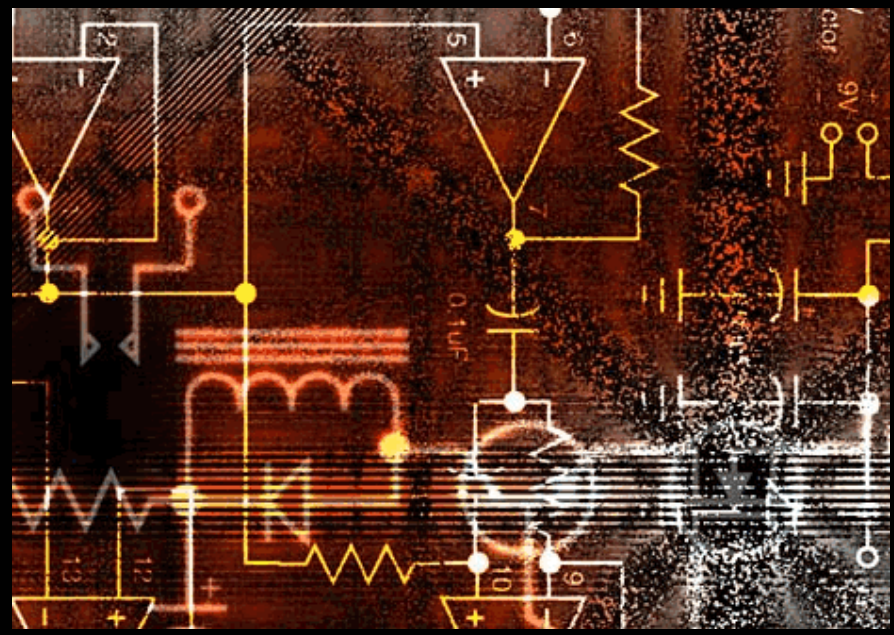
I like to learn

no_random_fact_3



I am not a computer scientist

no_random_fact_4



My background is in:

Electronic Engineer (BSc)

Communication and Media Engineer (MSc)

no_random_fact_5

My philosophy:

what can we do with technology that otherwise wouldn't be possible?

and

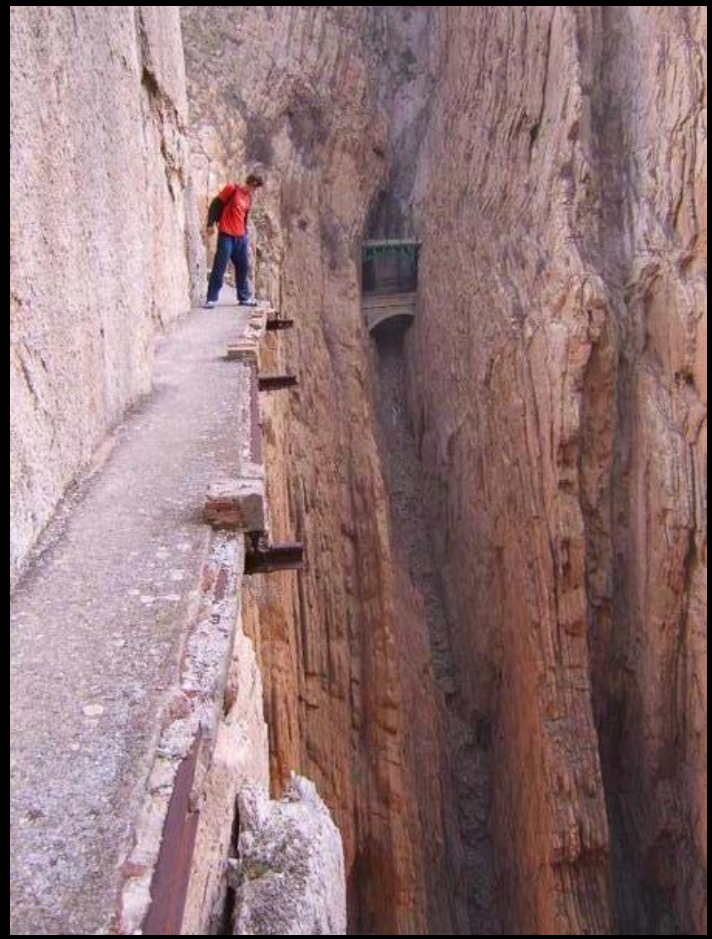
enjoy while using it.

UCD in my work

Rule #1 - Objective

Look for a problem to be solved

Rule #2 - Understand



what do I want to achieve from where I am?

Rule #3 - Think

Is there a tool that will solve this problem in a useful manner?

Understand "usable"

1. something convenient and practical for use
2. able to be used

Rule #3 - Reasoning Basic Cycle

100 Analyze the problem (including inputs)
110 Design a solution
120 Test the solution to solve the problem
130 GO TO 100

100 -Analyze

Externally

Internally

To understand the most of the situation

(Ideally the whole situation)

100 - Analyze Externally

What, Where, When, Why...?

- Environment context
- Task context
- Cultural & Social context
- Spatio-temporal context
- Terminals context
- Services context
- Access networks context

100 - Analyze Internally

Who, Why, How...?

- Personal context
- Task context
- Cultural & Social conte

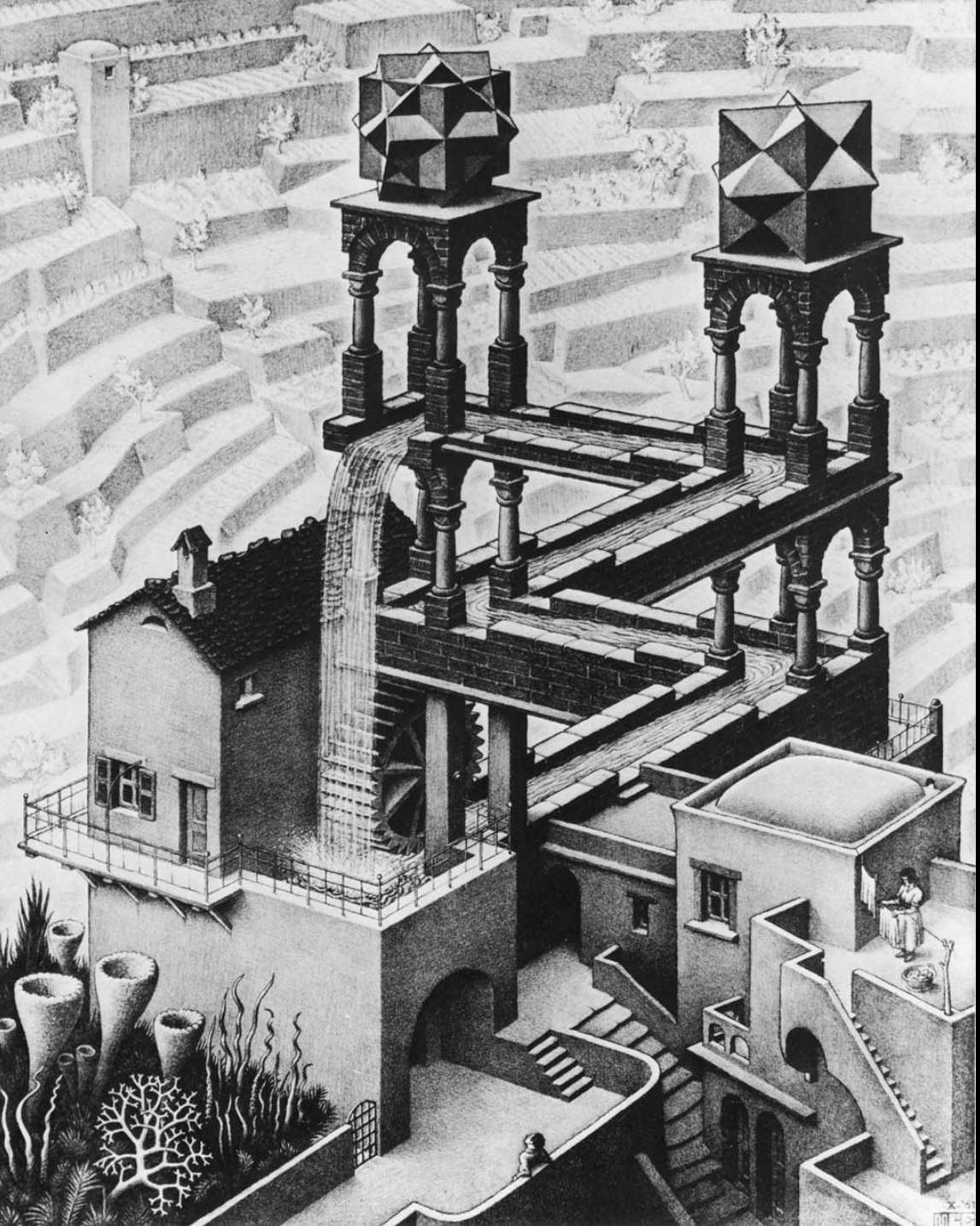
The roots of a problem are always lurking below the surface.

Spend

A LOT of time asking questions

110 - Design a solution

With the clearest understanding as possible design a useful solution



Do NOT

ASS-U-ME

anything

IF { the solution is a game }

You should consider that:

"A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome" *(Salen and Zimmerman, 2003)*

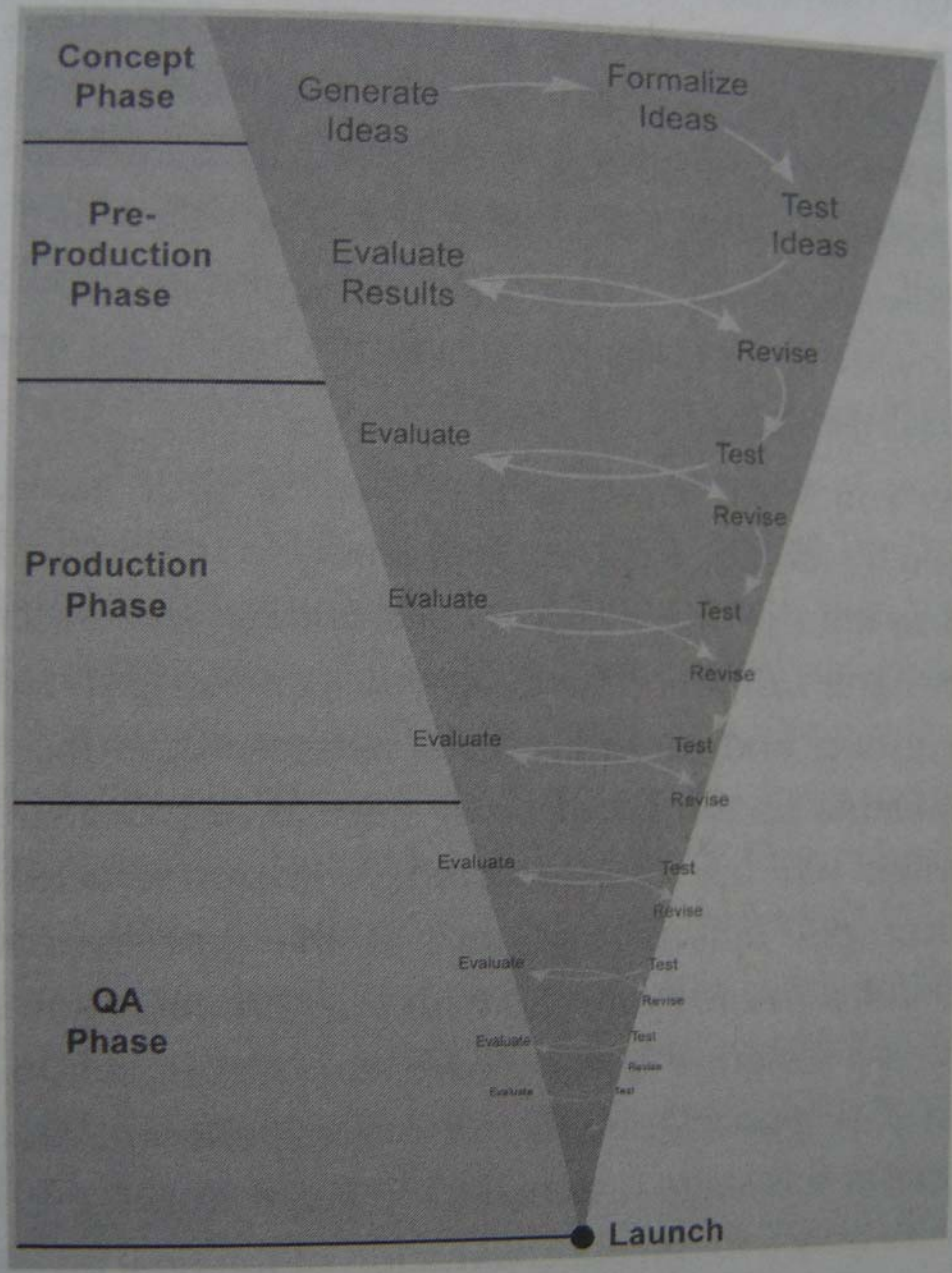
IF { the solution is a game }

You should consider that a system in games...

Can be frame as: mathematical system, a social system, a representational system.

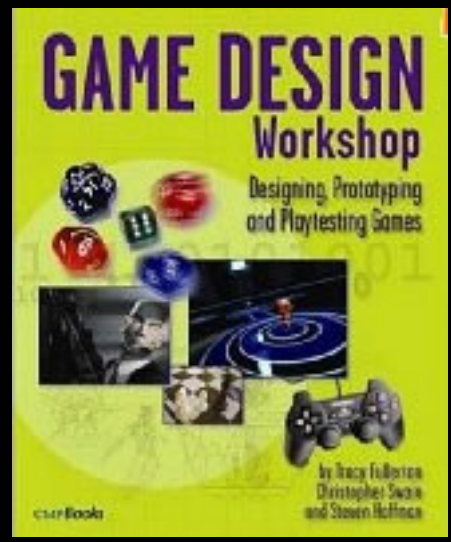
(are embedded in each other)

Four elements that all game systems share: Objects, Atrributes, Internal relationships and Environment



8.1 Model for iterative game design: playtest, evaluate, and revise

IF { the solution is a game }



Recommendation for Design

1/3

Solutions must address the root causes of the problem

(Otherwise, they are not solutions, they are expensive activities)

Recommendation for Design

2/3

Most of root causes of a problem have more than one possible solution

Recommendation for Design

3/3

Focus on the USEFUL solutions that makes the biggest impact with the smallest investment

Design Flow

111 sketch
112 prototype
113 refine
114 make it unique and special

and CONSTANTLY testing it

120 - Test the solution

Ask to the users and to ourselves:

does our idea work correctly ?
does the design work ?
does the people is satisfy ?
is the tool usable for whom is using it?

Resume

Rule #1 - Objective (focus to solve a problem)

Rule #2 - Understand (the problem)

Rule #3 - Reasoning Basic Cycle

100 Analyze the problem (internally and externally)

110 Design a solution

111 sketch

112 prototype

113 refine

114 make it unique and special

120 Test the solution to solve the problem

130 GO TO 100

QUESTIONS ?

and...

If you have time

&

want to spent 21 min

I challenge you to solve a real problem

that concerns you

with UCD methods

Before start

Form 3 teams in 2 minutes:

Team I:

Those who focus is in programming.

Team 2:

Those who focus is in usability themes.

Team 3:

Those who focus is not decided yet.

YOU are

- The consultant and expert on how to solve this problem.

-The user who needs a usable tool to support you to solve your problem (you have/had lived the problem).

No_random_fact or real life

Always against time.

Now you have only 19min

Effective work time:

16min each team for work

3 min for each team to present (“sketch”)

Problem

New students in IMPID find hard to adapt to their new life in Joensuu.

It is difficult to understand the studying system and what I will do after my studies. We want to improve this.

After you had been here for some time, you have more experience than freshman and still need the tool.

Put hands on...

Rule #1 - Objective (Improve IMPID-students studying purpose)

Rule #2 - Understand (you understand and live this problem)

Rule #3 - Reasoning Basic Cycle (work in this process for 16min)

100 Analyze the problem (internally and externally) - Use your UCD expert.

110 Design a solution

111 sketch (here present solution in 3 min)

112 prototype

111 refine

114 make it unique and special

120 Test the solution to solve the problem

130 GO TO 100

Thank you !