CMD methods usage

Contents

Throughout this semester, I have made use of multiple methods from the DOT-framework. In this document I would like to share with you which ones I've used, how I've used them, and where you can find more information as well.

Design pattern research

In this semester I used this method on multiple instances. I intensely studied some design styles especially for my portfolio. But also, for posts like the Keukenhof post designs I made. I'm pretty confident in my ability to use this method and studying design styles to either make my own style or replicate a certain style.

Keukenhof posts

For this I did research on what some trip posters look like. I had a vague idea in my head but I wanted a cleared image so I used some inspiration from other posters. Here's the research I did:

Research & inspiration

I wanted to know what a general post for a trip would look like. I assumed it would be something quite visual or an actual image that represents the place. I looked up trip posters and flyers and here's some that I found:


The one on the left is actually a post from PROXY and it's the one that I took the most inspiration from. I also took inspiration from the one in the middle which has like a pile of things that you can relate to the trip.

Read more here.

Portfolio design style

For my portfolio I did a lot more research into the style. I made multiple moodboards, experimented with designs, looked at reddit threads, YouTube videos and I even played the game. Here are some examples of what I did to study this design:
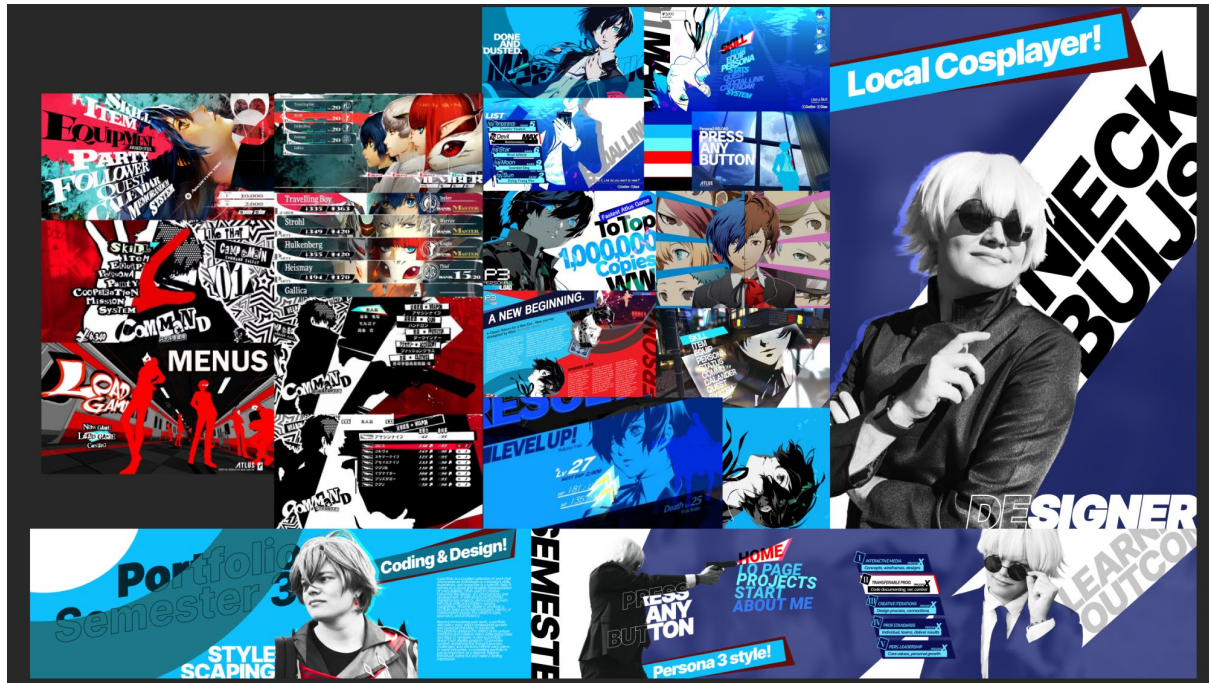
For more information you can go [here](#).

Interviews

For this semester's project, I had to do research to figure out who my target audience was, what their needs are and how I could help them best. For this me and my group did a lot of research, and I was part of the interview team. I did three interviews with people from our school. I prepared these interviews well together with my group and carried them out in a professional setting but also keeping things personal and private for the interviewees.

If you want to read more on it you can find it [here](#).

Pitch

After the branding phase I did a short USP pitch about our studio. I had to present why our potential stakeholders should pick us, who the team is and our core values. read more on it [here](#). If you want to see the presentation you can find that [here](#).

Usability testing & prototyping

During the early stages of designing the game, I worked on a paper prototype with two of my group members. We tested this during the prototype showcase event. We tested a multiplayer paper prototype with about 20 people and got some really valuable information our of it. Most importantly, our product actually worked as we intended. We may not have used a quiet room or a phone for recording data, but we took notes and asked the users questions before and after the test.

You can read more about it [here](#).

Brainstorm

Me and my group did A LOT of brainstorming this semester. Especially in the early weeks of the semester. One time we did a brainstorming session with a method called the lotus flower. Essentially it works by creating a central problem in the middle of a 3x3 area. Around that you come up with 8 solutions to that problem. Then you move out those problems and give them their own 3x3 area and put those solutions in the middle of the 3x3 areas. In the 8 areas with solutions, you put smaller solutions and ideas around each idea. You put all those areas around the central problem and solutions and you get a lotus flower. Eventually it'll turn into something like this:

Idea Roblox type game. So play with multiple people in games of different genres -Yosh	**Idea** Club Penguin / Habbo Hotel Inspired by children's early MMO's Charlotte	**Idea** Animal Crossing type game with real people as neighbors instead of animals	**Idea** AR game that requires you to meet others for leveling as well as visiting irl locations	**Idea** Social out and about scavenger hunts. ARG type elements. Mystery elements people come together to solve. Updates or even other mysteries to solve Charlotte	**Idea** TCG Simulator like game to find people to trade, battle, etc Charlotte	**Idea** Have ability to create personality profiles to reinforce connections -- Ashley	**Idea** In order to win, players need to sync their actions and communicate -- Ashley	**Idea** the time bomb game but with more people instead of 2 • Leon
Idea Clash of clans type game where you dont really attack people's base but rather help them build their base -leon	**Solution** MMO / Or any game that plays with only those in your region	**Idea** Customizable characters that incorporate aspects of yourself / personality / people Charlotte	**Idea** organize meetup events to get special items in games, partner up with cafe's, etc. • nieck	**Solution** Just remake Pokemon Go but different This is a serious idea.	**Idea** Get points by scanning offline objects which people own and display for others -- Nieck	**Idea** Mystery solving game in which you collect money for every mystery you solve and you need to reach a quota -- Ashley	**Solution** Game with heavy reliance on communication and cooperation between players -- Ashley	**Idea** Jackbox, but different, yeah... -- Ashley
Idea Sports vr thingy u can play with anyone but online • Leon	**Idea** Microsoft Flight sim style with actual people maybe idk , u can go to different places and interact with people from their respective region type shi • Leon	**Idea** multiplayer skyrim with a mix of NPCs for shops and players as "main characters" • Nieck	**Idea** The more players are together for an event, the better the reward -Yosh	**Idea** Offline and online detective game that requires teamwork and you can play either online or offline through AR • nieck	**Idea** make gyms an actual place(maybe like a scan thingy) where you can gather with other people to make teams and beat bosses whilst getting rewards -leon	**Idea** sea of thieves but with randoms, on a spaceship flying between planets in a solar system. • nieck	**Idea** a survival world where you build your own house but without griefing and you need to trade resources that are respective to each player's land area • nieck	**Idea** Create a game which is based around getting to know each other together -- Ashley
Idea Discord clan wars -- Ashley	**Idea** Cooperative rougelite incorporated into discord games?? Experience changes every time you play Charlotte	**Idea** Team building game where you collaborate / strategize over discord Charlotte	**Solution** MMO / Or any game that plays with only those in your region Charlotte	**Solution** Just remake Pokemon Go but different This is a serious idea. Charlotte	**Solution** Game with heavy reliance on communication and cooperation between players -- Ashley	**Idea** a vr game to practice social engagement. with an AI before getting put in the online game • nieck	**Idea** Reporting system that will remove any unnecessary hate or bullying -Yosh	**Idea** Moderators for the game per world?? Or like voice recognition that can tell when you say something mean :(Charlotte
Idea a game that makes you join a discord server where an AI sends you encrypted messages and you have to decrypt them via the game • nieck	**Solution** make something that incorporates existing platforms, i.e. discord • nieck	**Idea** Political strategy game that takes place over a social media, scored on a seperate app, then discussed on discord idk Charlotte	**Solution** make something that incorporates existing platforms, i.e. discord • nieck	**Problem** "People from 14 to 18 years old need meaningful social connections, because they feel lonely and it makes them depressed, dissatisfied"	**Solution** Make an environment that is comfortable and safe for users -Yosh	**Idea** Give control to users over who they want to interact with and such -- Ashley	**Solution** Make an environment that is comfortable and safe for users	**Idea** Stardew, fields of mistria, cozy game!!!! Animal crossing and the like. Cozy sim MMO Charlotte
Idea Players join a Discord server and get randomly paired for daily adventure challenges. These range from fun, simple, to deeper bonding experiences. • nieck	**Idea** discord x twitch wasdwasdwasdawdsd idkleon	**Idea** Connect Instagram profile and let AI generate tasks/ questions based on profiles info -- Ashley	**Solution** R.E.P.O. but different/ lethal company but different • nieck	**Solution** Jackbox, but different --Ashley	**Idea** Encourage people to connect with their online friends in real life -Yosh	**Idea** a guessing game where you have to guess who's who through questions. • nieck	**Idea** Minecraft. -Yosh	**Idea** Make cozy connect place where you can talk through voice chat or regular chat and play minigames together • nieck
Idea Something like Escape the backrooms together, where you can make a squad and encounter other squads in upcoming levels and work together with maybe an option to continue together for the rest of the game -Yosh	**Idea** Randomized lobbies for a game like mario party, short and quick game sessions Charlotte	**Idea** Speed farming. Kinda like atomicrops but it doesn't last for hours. Lobbies last shorter Charlotte	**Idea** UFO 50 / Wario Ware type game that is fully multiplayer. VC integration or discord connection? Charlotte	**Idea** Large lobby sizes for games, incorporate ways for larger groups to play such as the audience mechanic Charlotte	**Idea** a person makes a statement and others through asking questions need to understand if the statement is true or false -- Ashley	**Idea** Make game which enables people to get to know each other on a personal, deeper level -- Ashley	**Idea** Collectables some people can get, others cant, and just make trading available Charlotte	**Idea** Rewards in game for meeting with people- Think streetpass on the 3DS Charlotte
Idea SCP Secret Laboratory idk x3 -- Ashley	**Solution** R.E.P.O. but different/ lethal company but different • nieck	**Idea** AR, location based lethal company, artifact retrieval game. • nieck	**Idea** Have a comfortable space for more introverted people (?) -- Ashley	**Solution** Jackbox, but different -- Ashley	**Idea** jackbox but fully digital with an ingame phone and character that you can do actions with based on the task. • nieck	**Idea** Playing with people gives a boost in progress/rewards to encourage player interaction -Yosh	**Solution** Encourage people to connect with their online friends in real life -Yosh	**Idea** MSQ FF14 Mechanics that encourage people to form teams that last to be able to clear objectives Charlotte
Idea Garry´s mod server or smt --Ashley	**Idea** Stanley parable narration mixed with a comedy horror multiplayer game. • nieck	**Idea** Pokemon online, like gta online, have proximity chat and all. -leon	**Idea** the game asks questions or tasks to stimulate conversations between players -- Ashley	**Idea** Mario Party but it creates friendships instead of ending them -Yosh	**Idea** have time to discuss the responses of players to better know each other -- Ashley	**Idea** Likable/relatable characters that use dialogue or actions to encourage mental health, connecting with others, etc. -Yosh	**Idea** rewards that is actually physical such as cards(animal kaizer), figures(skylanders), etc. -leon	**Idea** something to do with food and eating -leon

After you put in all the solutions you pick out a few solutions that you like the best and make a final solution out of that. This is how we came up with our final concept and it worked really well for us. It took a day or so to fill in the lotus flower completely but eventually it was full and then we voted. The initial concept that came out of this turned into a fully fledged and tested idea which works, and our stakeholders were also really happy with it.

Reflection

I think my usage of the cmd methods this semester is pretty well done. I covered most areas at least once and I really enjoyed the research and testing of our products and concepts this semester. It was a lot of fun.

I think I should improve in using the methods more actively. As of next semester I need to be more active in validating my research and my methods, so using a framework like this is really useful in that regard.

Next semester I'll be stricter with myself in following the research methods by the book instead of doing them subconsciously. But I do think the way I use them now is also pretty valid as it still delivered good results this semester.