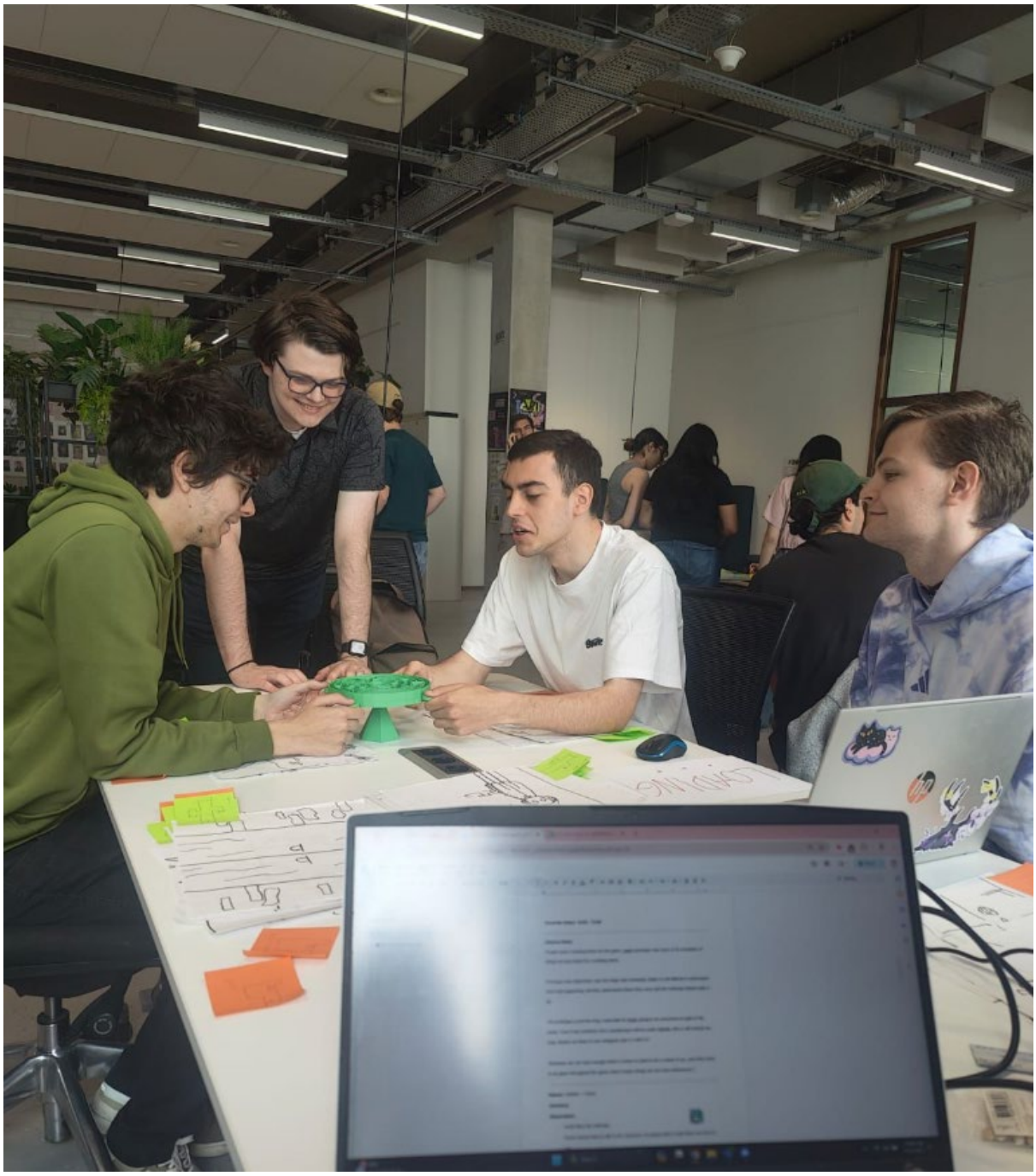
Showcase event summary



Contents

Our project 3
Discovering other projects 3
Project 1, friends with benefits, Studio Loop 3
Project 2, Center by Studio Myo 4
Project 3, Pio-Pera, Studio Slaygency 5
Project 4, Misread, Studio Platalea 5
Reflection 5

Our project

On may 15th we had a showcase of all of our projects in semester 3. In this event all the groups set up a playable/usable/viewable prototype of their unique products. Each group has a different project with a bunch of different clients and topics.

Me and my group also had a prototype to show. A paper prototype of our upcoming game, Bonds. A mystery solver set in a medieval fantasy town where mysteries run aloof. The main point of the game is to bond with the people you're playing with and create surface-level friendships that hopefully, with the course of time bloom into strong bonds.

As you saw in the picture on the first page, we tested our multiplayer prototype, and a lot of people really enjoyed it. The testing itself will be documented in another file.

Discovering other projects

The teachers handed out forms in which you could write down notes about other projects and you had to visit 4 different projects so that people can test their prototypes more. I also went to four different projects. I found it really interesting what people had already created and it's really cool to see how people tackled the challenges handed to them.

Project 1, friends with benefits, Studio Loop

The first project I visited was a board game with a digital way of playing the game. Basically, it's a game in which you have to pull a card and type that card into the website and then you get asked a question. That question is usually pretty extreme like: 'worst time to get caught having sex' or something. Then there are 5 different answers and you have to rank them from worst to best or least to most.

After you submit your ranking the other players must guess what your ranking is and the player who gets the closest gets to move their character on the board. The loser has to go back a few places.

It's a fun way to get to know each other better if you're good friends and just a very good way to have a good laugh and good fun. I loved the extremely weird questions and the 'get to know each other' aspect.

I only had one downside and that was the fact that the boardgame wasn't really involved as much and felt more like a small add-on. I honestly forgot it was a board game and was too focused on my phone which, from an outside perspective, doesn't really look very social. But overall, it's a really fun game and I can't wait to see the final game.

Project 2, Center by Studio Myo

The second project I visited was a project that helps people with adhd focus on their tasks and work. For this project they even interviewed me! That's because I have a form of adhd myself which does hinder me in my day-to-day life. Especially with focussing on my tasks. I get distracted really easily and I also tend to lose track of time sometimes when I'm engaged in something. Which makes me feel like I'm a slow worker. I'm also very impulsive because of my adhd which causes me a lot of issues.

Luckily, studio Myo is here to save the day. They came up with a browser extension to help people with these issues. Currently they only showed two features which were a timer and a text condenser.

The timer was essentially just a timer to help you keep track of time. The text condenser is…well a text condenser so that you don't have to read a whole text. For people with adhd long texts are hard to read and focus on. So, condensing a text to the essential contents really helps with that but you can also make it more expanded to keep more details.

I only had one point of feedback and that was to add a way to see which features are active visually. I really liked the simplicity and the ease of use. The extension isn't invasive like other extensions and seemingly blends in super well. Again, I'm really excited to try out their final product.

Project 3, Pio-Pera, Studio Slaygency

The third product I tested was a board game in which you had to go around a map and be the last to go broke. People can steal your money, or pirates can, you can go to jail, do quests in real life to earn rewards and more. The most challenging part is the fact you have to think oppositely.

You have to subtract dice, you go anti-clockwise and everything is opposite which makes you really think. During the game the gamemasters did random stuff to make it easier to show the whole game which was funny but made the game seem a bit rigged. But it was really funny regardless.

I loved playing the game because it already felt like a finished product and I definitely want a copy of this game when it's finished!

Project 4, Misread, Studio Platalea

This project was about dyslexia and spreading awareness in an interactive, game-ified way. It was a really fun project which showed you what people with different types of dyslexia experience. I forgot the exact types of dyslexia they showed but it really felt like I actually had dyslexia when trying their game.

Overall, I loved the way they made learning about something fun and interactive. It really did make me more aware of what dyslexia is like and I'm excited to see their final product and if they will change anything.

Reflection

I really enjoyed looking at all the different products as well as testing the prototype I worked on. Every testrun of our prototype, people were laughing a lot and seemed to be having a lot of fun. Some people even actually got a bit closer during the testing because we picked people who didn't know each other well to play with each other.

The experience was very fun and I found it really interesting to see more about other projects and actually test them. I've said this a lot already but I'm really excited to test all the final products!