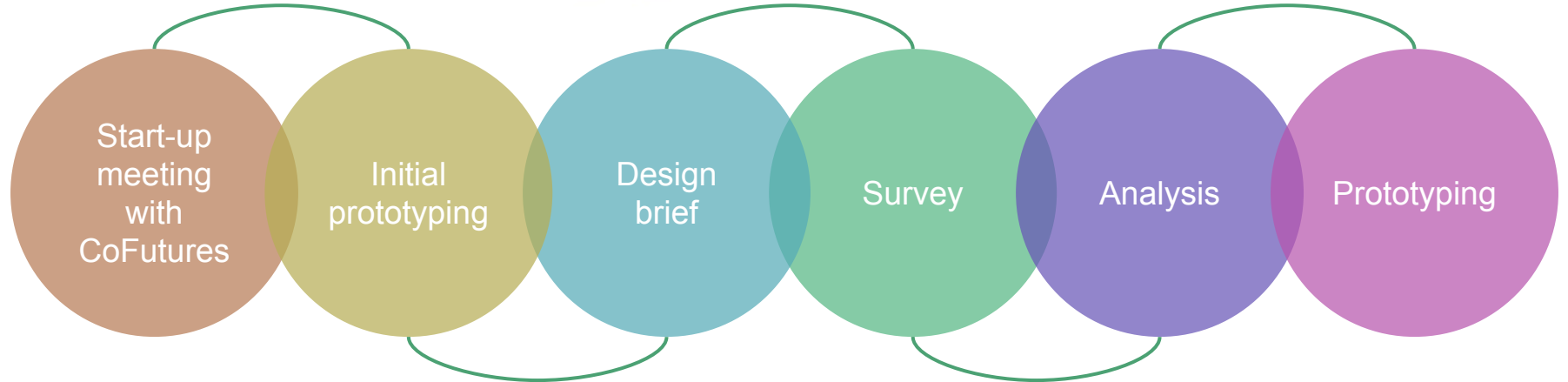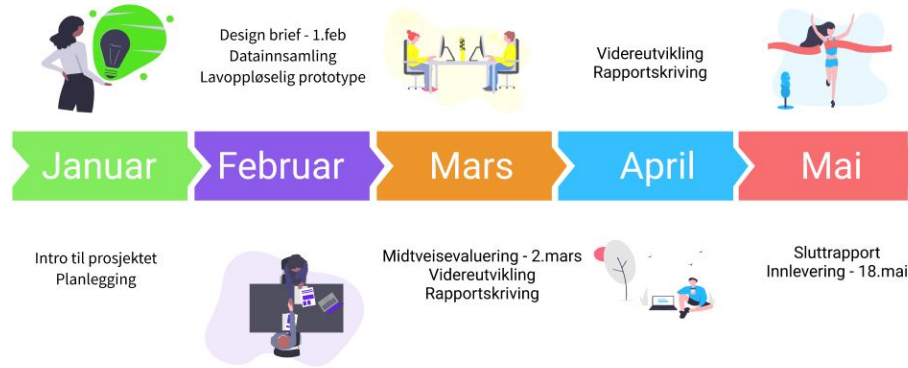# IN3010 - Mid-term presentation

Design 4 Fiction

Stian, Martine, Eva, Renate

A summary of the process thus far

Januar | Februar | Mars | April | Mai

Design brief - 1.feb
Datainnsamling
Lavoppløselig prototype

Videreutvikling
Rapportskriving

Intro til prosjektet
Planlegging

Midtveisevaluering - 2.mars
Videreutvikling
Rapportskriving

Sluttrapport
Innlevering - 18.mai

Start-up meeting with CoFutures

Initial prototyping

Design brief

Survey

Analysis

Prototyping

The task at hand

- The project at its core
  - Sustainability
  - Science fiction
  - Transformative design
- *The project will use science fiction to enable speculation, imagination and anticipation of possible futures, including future societies, future technologies and future knowledge.*
- "How to raise awareness surrounding sustainability using Science Fiction?"
- "Could we create a Science Fiction-inspired game that encourages young people to think sustainable?"
- Target group: 13 - 26 year olds

Design 4 fiction Design brief
IN3010 | Transformativt design | Våren 2021

Prosjektbeskrivelse
I samarbeid med CoFutures og science fiction-avdelingen ved Realfagsbiblioteket ønsker vi å bidra til økt engasjement rundt bærekraft gjennom en interaktiv spillopplevelse. Spillet skal utfordre spillerne til å tenke kreativt rundt bærekraftige løsninger ved å kombinere elementer fra science fiction og vitenskap for å redde en fremtidig ødelagt verden.

Problemstilling
"Hvordan øke bevisstheten rundt bærekraft ved hjelp av science fiction?"

Målgruppe
Vi ønsker hovedsakelig å nå ut til ungdom og unge voksne. Denne målgruppa har sannsynligvis allerede kjennskap til bærekraft, men er fortsatt i et stadie hvor hjernen er plastisk, og holdninger kanskje lar seg forme lettere.

Fremdriftsplan

Januar Februar Mars April Mai

Teammedlemmer
Stian Dolmseth: stiandol@uio.no
Renate Farberg: renatfa@uio.no
Martine Woldseth: martwo@uio.no
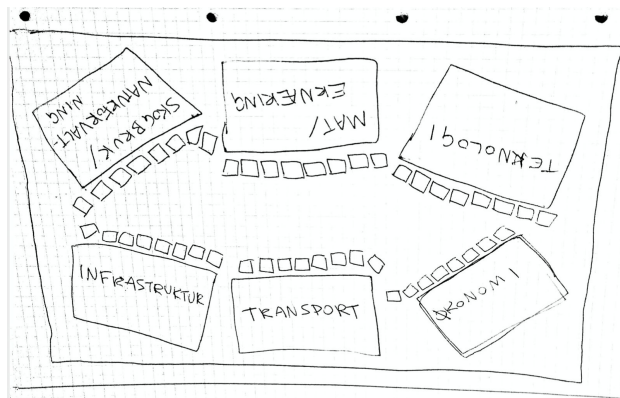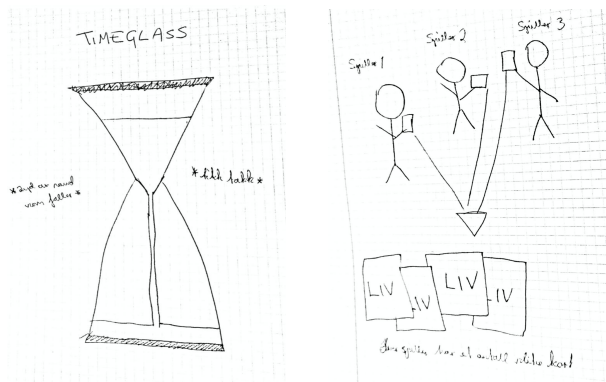Eva Aasen: ekaasen@ifi.uio.no

Kontakt
Intern veileder
Amela Karahasanovic: Amela.Karahasanovic@sintef.no

Eksterne kontaktpersoner
Tone Charlotte Gadmar: t.c.gadmar@ub.uio.no
Bodhisattva Chattopadhyay: bodhisac@uio.no
Kyrre Låberg: kyrretl@ub.uio.no

Collaboration with CoFutures

- Start-up meeting
  - What can we do?
  - What is possible?
  - Knowledge/resource
  - Network to connect with sci-fi fans
- Great interest in games
  - Could be exciting to combine Science fiction elements with sustainability in a game
  - Supervisors were very much into card games
  - Made a foundation for the project

Low-fidelity prototypes

Survey

- Three-part survey
  - Science fiction
  - Games
  - Sustainability
- Qualitative and quantitative data
  - Free text
  - Likert scales
- Sci-fi universes
- Game mechanisms
- Shared with Bodhi's network
  - 34 responders from different age groups

First part: Science fiction

How interested are you in science fiction? *

Not interested   In the middle   Very interested

Value
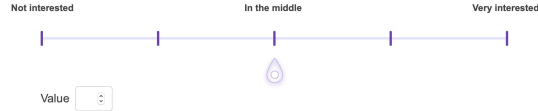
What is your favorite sci-fi universe? *

What makes this universe your favorite? *

What is your favorite game? *

Not thinking about videogames, but boardgames, cardgames and similar.

Second part: Games

How interested are you in board games, card games, and the like? *

Can be linked to both analog and digital platforms.

Which elements in the game makes it good? *

Feel free to write about specific game mechanisms such as collaboration, ethical dilemmas, or similar.

Not interested   In the middle   Very interested

Last part: Sustainability

Do you know of any specific games related to sustainability, ecological design or the environment that you can recommend or have played? *

How engaged are you with sustainability \ to live sustainably? *

Not engaged   In the middel   Very engaged
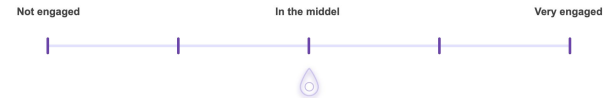
Survey - analysis

- **Measures for the environment**

"re-using grocery bags"

"public transport"

"avoid waste"

"recycle"   "Repair stuff"

"re-using grocery bags"

"reduce plastic waste"

"travelling by train rather than plane"

"cycling instead of driving"

"General environmental awareness"

"vote for politicians who advocate for sustainability"

- **Mechanisms in game design**

"Collaborative"

"Competitive, but not hostile"

"most optimal/efficient move"

"engaging"

"Simplicity"

"Strategy"

"easily understood"/ "simple-to-learn"

"social aspect"

"fighting for survival"

"building/creating element"

Workshop

- Worst idea brainstorming
  - What makes an idea bad?
- Characteristics of a good idea
  - Must create excitement
  - Easy to learn, but challenging
  - Simple design - in both game mechanics and visuals
- Inspiration
  - Games
  - Movies
  - Series

What will games look like in the future?

- A dimension we would like to explore regardless of chosen concept
- Speculative design
- What if?
  - Possible future
  - Plausible future
  - Probable future
- Sustainable use and production
- Transformative design
- Wicked problems


9

Goals for our games' design

- Should be anchored in several key mechanisms from survey analysis
  - E.g. Easy to learn, hard to master, strategy, collaboration
- Might include elements from Sci-Fi universes from survey analysis

Sustainability

- Not learn facts about sustainability, but inspire young minds
- Challenge/encourage more sustainable thinking
- Ultimate goal
  - A game that is so engaging and fun that the players don't even realize they're learning about sustainability before it's too late

Concept 1: Card game

- Inspired by Gwent
- Main goal
  - Build the most sustainable society from a limited deck
  - Best of three rounds
- Key game elements
  - Strategy
  - Competitive
- Levels on game cards
  - Low level: Individual measures
  - Middle level: National measures
  - Top level: Global measures
- Sci-fi
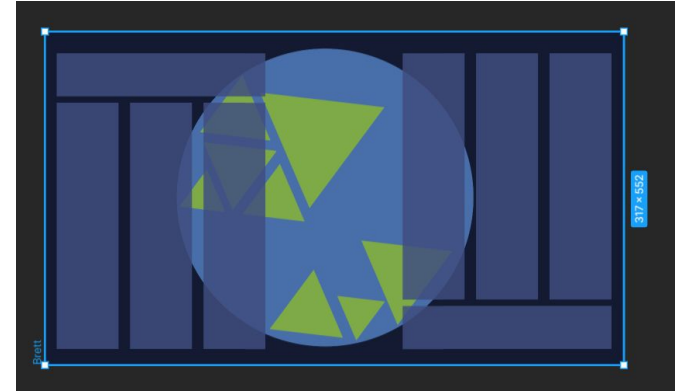
Concept 2: Board game

- Inspiration
  - Psychology (board game)
  - Rick and Morty (sci-fi animated series)
- Main goal
  - In an engaging way get players to be more aware of sustainabilty issues that we face today. Both the issues and the solutions. We want to inspire people to be aware that they can make a positive impact on the future and inspire them to try and be a part of the solution, not the problem.
  - The first one that loses all life-cards loses the game. The other players can choose to finish until they have a winner.
- Key elements/mechanisms
  - Co-operation
  - Problem solving
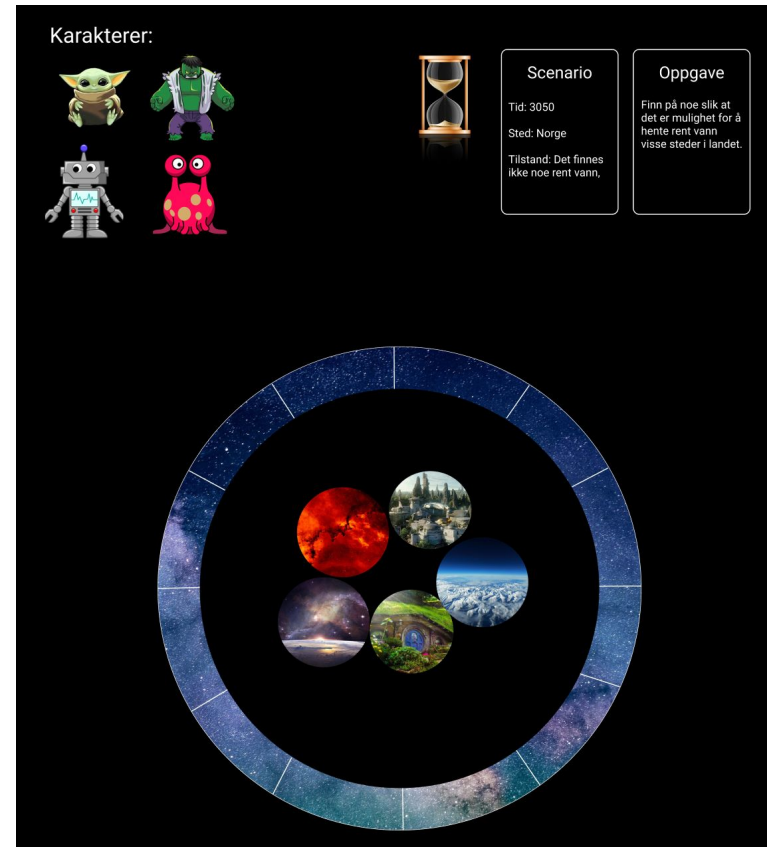
What's next?

- Evaluate prototypes with CoFutures and users
- Interview with user base - further data collection
- Further development of prototypes and evaluation

Thank you for your attention!