

Design brief- Child's Play

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Project name: Child's Play Unit (CPU)

Grup members:

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Research Questions:

Will children be able to use Kinect to cooperate to reach a common goal?

Can children cooperate as well with children they don't know as with the ones they know?

Our goal is to create an interactive experience where children can play, be creative and engage children to learn more about the world around them.

In order to cooperate in this experience, children must use creativity and knowledge about the world to work together. Development of these abilities are closely related to the goals that Oslo childrens' museum want to stimulate in children.

Before the mid semester presentation we will spend our time to develop a high-fidelity prototype of the Kinect game that we intend to create. It will be designed based on user testing and information gathering where we will create workshops with children. We will create low-fidelity prototypes and get feedback from children to further our project. The low fidelity prototypes will help us figure out how children can best work together, and based on this, create a game that best encourages cooperation.

As we get closer to the presentation-date we will more and more develop a working prototype of our project.

After our presentation we will continue to develop our prototype based on the feedback we get from our presentation. At the same time we will continue to write and finish our report.

Our timeline:

Before presentation

Week 38 (17-23.09.2012): Low-fidelity prototype, user testing and evaluation.

Week 39 (24-30.09.2012):

Week 40 (01-07.10.2012): Work on high-fidelity prototype and user testing.

Week 41 (08-14.10.2012):

Presentation of a working prototype, Mondays week 42 and 43 (15.10.2012 or 22.10.2012)!

After presentation:

Week 43 (23-28.10.2012): Finish our high fidelity-prototype.

Week 44 (29-04.11.2012): Last user testing.

Week 45 (05-11.11.2012): Focus on report writing.

Week 46 (12-18.11.2012):

Week 47 (19-25.11.2012):

Week 48 (26.11.2012): Finished report!