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TEAM ASSIGNMENT 15 - RAPID PROTOTYPING & OBSERVED INTERACTIONS

FIELD NOTES
Round 1 of Game Play
-Players decide who will go first based on youngest player age

-Refs explain the rules in about 30 seconds
-Explains, uses 3 card structure in example
-Explains that there is a “tap out” option = unpenalized one time exemption from performing task
-Explains that every player starts at 10, person to get closest to 21 after all cards have been pulled wins, points are added and subtracted

-Claire receives first Task
-Claire completes push ups in the designated 30 second time frame
-She is up for the challenge, does not take the easier knee (girl push up) option
-Claire completes task, which is surprising, with a second to spare receives a point

-Fuels competition, player is excited to have completed on time

-Brittany receives time pressure question
-Does not complete, she takes too long to think about her answer
-Other players root for her, pressure her to answer (positive manner)

-Adiva receives a funny card, comical question and reaction received from players
-Refs interject, she comes down to the answer at the last second, refs accept

-Player curiosity ignited, unsure what they will have to do or say next

-Claire has a task card, must make a convincing marriage proposal to a ref
-Claire receives no point or penalty - her answer was neither convincing but she tried

-Brittany thought/Truth question
-Picks the unexpected option to question and receives reaction from refs and players
-Received Point for her honesty/boldness

-Players think it is super funny, uncontrolled laughing, brings player personality and insight into the game
- Players laugh at each other’s personal stories, who can out-shock who
- Claire pulls at thought question - involves compiling the perfect human out of other players’ characteristics in the room
- Time pressure increasingly becomes a strong point in the game and most fun aspect of player involvement

- Mostly outgoing players have the most fun, surprising results do come from shyer players though, it is very interesting to see unexpected results/comic moments from certain players

- Game creates extreme reactions, wacky results
- Game makes extreme laughing reactions

- Outside people involved are blown away
- Through applying silly scenarios using social media, it brings another audience into play
- Public aspect makes people strategic and imaginative

- Personal stories take a little longer
  - Calmer aspect of the game at times
  - Ref player interaction is a strong point
  - Honesty makes the game wild, social pressure to be honest

- Lots of laughing

- Players are scared of embarrassing themselves but definitely willing to still participate

- Element of surprise
- Time pressure again makes the game fun, interactive, not boring

- Defensive

- Funny

Post-Game Feedback:
- Super fun
- Some questions were better than others
- Group of random players brings unexpected element into play, players don’t know what to expect out of each other
- Would like more interaction with outside people on your phone or thought contacts
- Want an easier way to explain the instructions
- Some questions were too lengthy for the time constraint
- 30 seconds for most activities is great
- You choose your fate like choosing your card
- More mystery elements should be incorporated
Ideas for more physical/player interaction were given and recorded
The physicality and daring aspect in correlation with time were the most enjoyed parts of the game

Round 2 of Game Play:
● The player who played earlier in the day had an amazing experience and wanted to play again at night with a larger group
● They organized a larger group to play our game on their own
● We now have nine people playing - 4 players and 5 refs
● We made “tap out” cards for each person to be able to use if they don’t want to do one of the tasks
  ○ This was one of the things they asked us to do after the first round because they forgot that a tapout was an option
● We also added a lot of cards
  ○ More mystery and interactive tasks
    ■ This was based off of feedback from the first round of playing
● Max explains the rules in a different way and everyone seems to understand it pretty well
● The youngest is determined and the game starts
● Mystery cards seem to be popular after the first few people
● The rules are quickly completely understood after the first complete round
● Everyone is having a great time and there are tons of laughs
● A couple people enter the room and start watching
  ○ They request to be part of the next round
● The refs are being hard and not giving out points for tasks poorly done
  ○ The players react well to this and thinks it adds to the humor (players are forced to try harder)
● Lee gets a marriage proposal card and does a really good job, lots of effort is put in
  ○ This is the second interactive card he receives
● Claire gets the alphabet card which she received when she played in the afternoon and is able to do it this time - practice clearly helped
● I ask what people think of the timing mechanism and they are all big fans
● It is clear that strategy is involved, as one player only picks up cards from the “thought” pile
● We are getting low on cards and no one is near the score of 21
  ○ We decide that whomever is in the lead when the cards run out is the winner
  ○ This is actually a good thing because it means that points are not easily rewarded - all players have been penalized at least once (no points received for a task)
  ○ We realize that we would have to have at least 80 cards for someone to reach 21 - in a real product this would be easy to do but in the prototype having 35 cards is plenty to test the product
Observe and Document Interactions

1. Using the observations/ field notes generated in class, identify cognitive, physical, social, cultural, emotional, and other factors you observed that are relevant to your Design Criteria and the specific elements your Experiment was designed to test.

Cognitive:
- People were struggling a lot saying the alphabet backwards. We should also be prepared with a picture of the alphabet to check that the people are saying it correctly.
- People were struggling coming up with stories on the spot.
- People spent a few seconds debating which card they were going to pick up, trying to strategize on which would be the easiest or most fun.

Physical:
- The players could easily recognize the people they were supposed to identify while being blindfolded; inter-player physicality is a definite factor
- Everyone managed to take 25 pushups in 30 seconds. Might have to up the challenge.
- Players with different personalities execute actions in unexpected ways, interesting for all those involved when people step outside their comfort zone - definite positive note

Social:
- The players would often stick to challenge the same referee as they felt more comfortable with certain people than others.
- Ideally there are equal numbers of both sexes on the ref and player side, this allows for some physical activities to be executed more evenly/partnerships equal
- People got to know each other better while playing the game. I had learned a lot and had a lot of fun with someone I had never spoken with.

Cultural:
- The americans seemed to resonate well with the DJ Khaled theme.
- Pairing cultural incongruities makes for funny interactions (ex: belly dance to country music task)
- Some were less familiar with the country song theme - but were amused.
- It was a great game for our age group - college aged kids. Everyone was really able to connect with the questions asked and find a personal story to share.

Emotional:
- Certain players were better actors than other. This was especially obvious when the players were to play out certain roles such as making a convincing marriage proposal.
- Watching players attempt certain tasks we all assumed they would not be good at welcomed the element of surprise and comic relief
- People seemed to get very emotional throughout the game. Lots of laughing and screaming.

Other Factors:
- People seem to be more extravagant in their attempts when listening to music suitable to the task.
- Peer pressure is a positive element to the game, the more dynamic and unexpected your execution, the more positive the response comes from the players around you
  - Competitive, but with an element of community as well

2. Select 5 of the factors that would cause you to consider adjustments to the concepts embedded in your Design Concept.

   1. Scoring
   2. Create more “Mystery” cards
   3. Create more interactive cards
   4. Re-evaluate the “thought” cards - more intriguing questions
   5. Can’t pull from the same pile twice in a row

3. For each of the 5 factors, describe how you would change your Solution Concept to accommodate the factor. In some cases this will require you to perform a Brainstorming session to determine how specific elements in your Solution Concept can be changed. In other cases this will require you to entirely modify the Solution Concept, essentially “making a new chili”.

   1. Scoring -
      a. Starting at a lower score threshold (5 rather than 10) would eliminate players faster, makes them more conscious of their score, and their need to complete tasks effectively
      b. By starting players at a score of 5 trying to reach 11 the incentive to complete tasks is greater and players will be less likely to use their “tap out” card in fear of elimination by reaching 0
      c. A 2-point deduction will be an added scoring component for when players do not use their one time “tap out” or refuse to complete a task.
      d. We realized that after 25 minutes of play, when all of the cards had run out, there was no player above 16 points. We determined that having to receive 11 points to win would not be feasible or fun for the players

   2. More “Mystery” cards
      a. People liked these a lot as there was more suspense associated with these cards. By popular demand we will create more of these mystery cards, and continue to include both truth and dare tasks. There should at least be double the amount of mystery cards compared to the other two categories.
      b. Our team realized this was a necessary addition to the card scheme from player feedback and observations of the level of enjoyments the players had with the mystery pile
3. More interactive cards
   a. People wanted to get more involved rather than just answering a question. We have decided to redesign some of our dare tasks. In this way they will become more interactive, and the players have to get out of their chair to accomplish the tasks. The dare tasks we will add to the mystery cards will also have a higher requirement of physical interaction.

4. Re-evaluate the “Thought” cards - less common
   a. We realized that there were two types of thought cards - cards that forced a story, and cards that prompted a simple response. The cards that prompted a story were always more interesting and entertaining for the refs and the other players. We also noticed that once the stories started and the timer ended, people wanted the story to continue regardless because it was so funny. If we can get more stories and less one-word answers, the game will be elevated to the next level of fun excitement, while also allowing players to better get to know each other.

5. Choosing cards - Can’t pull from the same pile twice in a row
   a. We noticed that one person kept pulling from the “thought” pile multiple times in a row and it really frustrated the other players and the refs. We think that people should be forced to branch out and try the other categories, as this game is all about having fun and pushing your comfort zone. We also have the “tap out” system in place for people to not be forced to do a task if they don’t want to. They are also able to refuse and lose two points. We think the more points that are lost, the more interesting the game becomes.