PAPER PROTOTYPE

(Interactive Media Products)

Video Link:

https://drive.google.com/file/d/1 wJo1N9qshhAqIs2BraraCAqrIsrsc4N/view?usp=sharing

What I Have Done

Process

To start off, our group played a game called 'Spaceteam' to get ideas for what we were going to do for the day. The task is to create a game out of paper prototypes. Our group came up with the concept that revolves around the game that we played but in the field of Mathematics since we aim to improve the users' critical and strategic thinking skills while playing as this is one of the best ways to learn the subject. First, we drew inspiration from playing Spaceteam to fully grasp our idea and make some sketches on how we wanted to visualize it. We wanted an interactive game that could fully test the computation skills of users, and since some of them have played Spaceteam, they might easily understand how this works.



Fig. 1 Sketch

After we came up with these, we started using different colors of sticky notes, wrote numbers, and utilized the calculators in our phones to compute the numbers. It is inspired by Spaceteam but in the concept of Math wherein there is a certain number that we need to reach (like in the game). The instructions indicated could either make or break the streak/progress that's why the team needed to be careful and strategize to reach the goal number.





Fig. 2 Process