

(Interactive Media Products)

https://drive.google.com/file/d/1_wJo1N9qshhAqIs2BraraCAqrlsrc4N/view?usp=sharing

Process

Our findings:

Padding
Consistency

Contrast between stuff

with psyche

1-20 who

80

80%

ECR-SF

Vic

S.S.ECS

-1

R₁

Bx

Fusion

10

III

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