Video games on smart phones are too isolating, creating a lack of social interaction between family members.
I was inspired to tackle this issue based on my own personal experience with the matter. With two older brothers, I spent a lot of time being ignored while they were so focused on their gaming. My goal, therefore, became to make this gaming more interactive between more than one individual.
Through my research, I discovered that three things individual gaming can affect are your communication skills, interpersonal relationships, and feelings of isolation. These became the issues I tried to help solve through my solution.
While researching, I discovered that gaming could be beneficial as well. It can help with decision making, reflexes, and deductive reasoning skills. This discovery helped me to realize that gaming should not be eradicated completely, but instead should be embraced and adjusted.
Through my research and personal experience, I came to the conclusion that I wanted to embrace gaming while modifying it to reduce the effects on communication skills, interpersonal relationships, and feelings of isolation.
PROTOTYPE 1: SYNERGY
Why have one game in an app when you can have several? Synergy is defined as the creation of a whole that is greater than the sum of its parts, and that is the goal of this app. By bringing together several different interactive gaming solutions in one location, I hoped to create the ultimate gaming experience.
SYNERGY
come together for a good time

SYNERGY
one good time

Synergy
come together

SYNERGY
one good time

SYNERGY

 sketches
PICK YOUR GAME

ONE GOOD TIME

Guess What?
Charades
Pictionary
Guesstures
War

SYNERGY

ONE GOOD TIME

AVENIR

Synergy

Search for friends

Will you lie or tell the truth?
SYNERGY

COLOR TRANSFORMATION

ONE GOOD TIME

AVENIR

PICK YOUR GAME

Guess What?
Charades
Pictionary
Guessstures
War

GUESS WHAT?

Searching for friends

SYNERGY

Will you lie or tell the truth?
SYNERGY

SYNERGY

SYNERGY

SYNERGY

FINAL SOLUTION

BAHAUS

ONE GOOD TIME

AVENIR

Will you lie or tell the truth?

TRUTH

OR

LIE

PICTIONARY

WHALE

Type your guess:

PICTIONARY

PICTIONARY

O R

Will you lie or tell the truth?

TRUTH

OR

LIE

TRUTH

TRUTH

LIE

LIE

ONE GOOD TIME

AVENIR

SYNERGY

SYNERGY

SYNERGY

SYNERGY
PROTOTYPE 2: GAME TIME
The goal of Game Time is to get people excited about being away from their phone and to get people out doing fun things with others. Game Time accomplishes this by offering rewards if someone can abstain from playing games on their phones for 24 hours. It will also reward you based on what you’ve done with your time.
GAME TIME

SKETCHES
GAME TIME

CONGRATULATIONS
QUICKSAND

GAME TIME

CONGRATULATIONS, WHAT HAVE YOU DONE?

IT'S BEEN 24 HOURS!

TELL US WHAT YOU'VE DONE

GAME TIME

WHAT HAVE YOU DONE?

OUTSIDE

SPORTING EVENT

MOVIE TIME

READING

OTHER

GAME TIME

Your Reward

30 MINUTES FREE

Present this coupon during your next visit and you will receive 30 MINUTES FREE play at Sky Zone. Expires 12/31/2017.
GAME TIME

32%

FINAL SOLUTION
PROTOTYPE 3: PARADICE/ FAMILY VACATION
The goal of what I originally called paradice is to bridge the generation gap between children and adults by creating a game that uses a board and an app. Besides the game pieces, all of your controls are based in an app on your phone,
NAME CHANGE TO FAMILY VACATION

FINAL BOARD
How many players?

Spin the wheel!
FAMILY VACATION

Family Vacation

Player One

PICK A CARD

Player One

MOVE BACK 2 SPACES

Player Two

YOU CAN DO IT!

You lost your plane tickets!

Name someone's favorite color correctly & move forward 2 spaces!
The best feedback I was received was on Game Time and Family Vacation, while Synergy seemed to hold the least amount of originality. Game Time and Family Vacation tackled my issue in completely different ways, which made the decision very difficult. Ultimately, I liked the way that Family vacation bridged the generation gap of adults and children by combining the board and app.
FINAL CHOICE: FAMILY VACATION
FINAL SOLUTION: FAMILY VACATION
How Many Players?

Spin the Wheel!

Pick a Card
Will you be lucky or unlucky? Your fate lies in the card.

Answer correctly and move forward two spaces, if not move backwards two.

Act it out! If they get it correct move forward two spaces, if not move back two.

Lie or tell the truth about the image on the card. If they catch you move back two spaces. If not, move forward.
TESTING BOARD AND PIECES
4.6/7  4.2/7  How likely would you be to play this game as opposed to a one-player game on your phone?

5.3/7  5.2/7  Did using the combination of the board and your phone keep you interested in the game?

6.5/7  6.2/7  Do you feel like you positively communicated with the other players while participating in this game?

6.2/7  6.4/7  Do you feel like this game was more personally interactive than playing any other game on your phone?

5.8/7  5.4/7  Would you like to play this game again?
From testing Family Vacation I gained a lot of confidence within the game. Everyone seemed to enjoy it, but modifications still need to be made. These include more variety of cards, more drama in the game, and a more convenient board. The biggest criticism was that it is easier to play a one player game, so my next would be to solve that.