

MAPPING GAME USERS & DESIGNERS NEEDS TO TECHNOLOGIES

TOUCH/HAPTICS

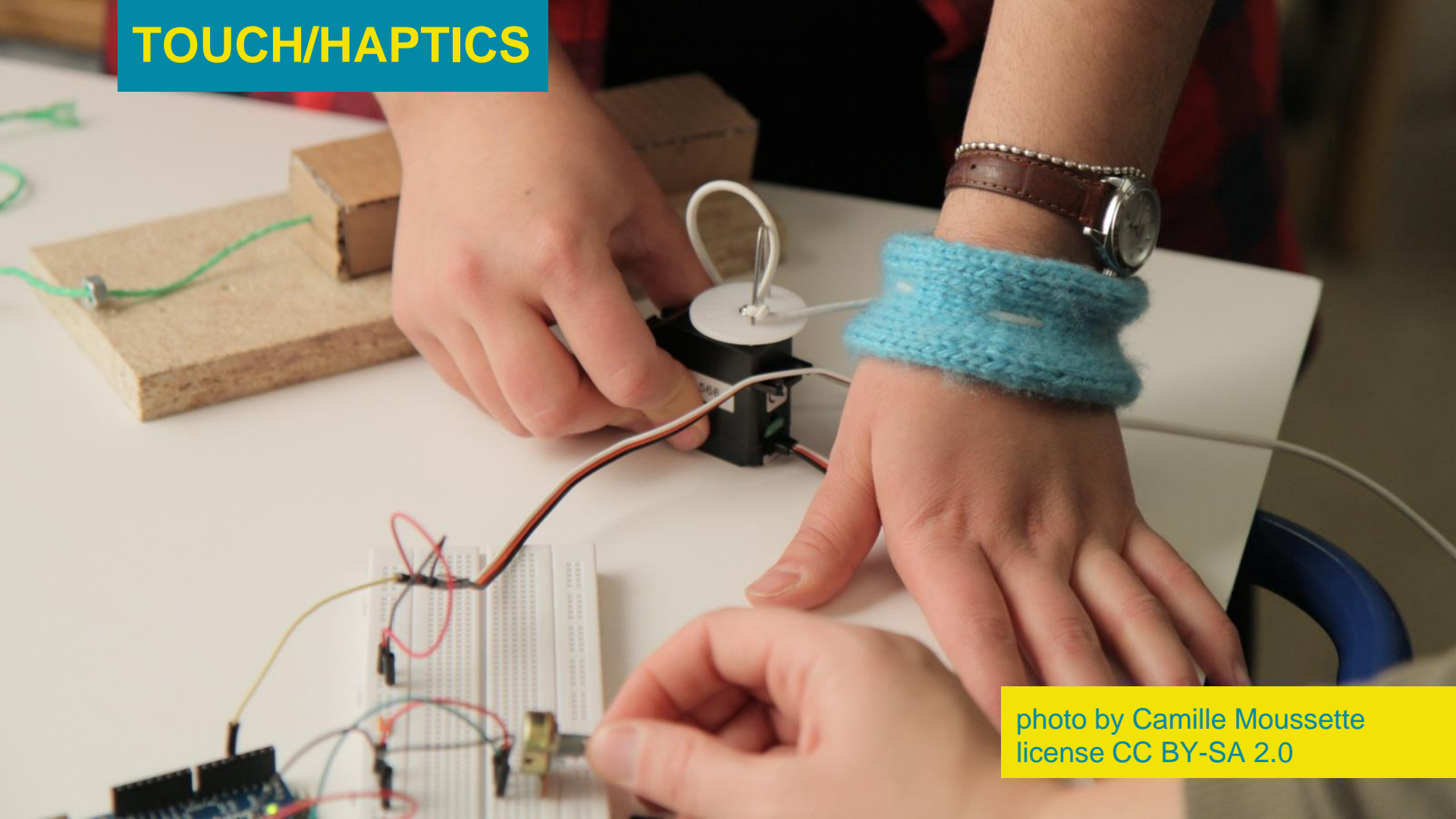


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UX DESIGNER

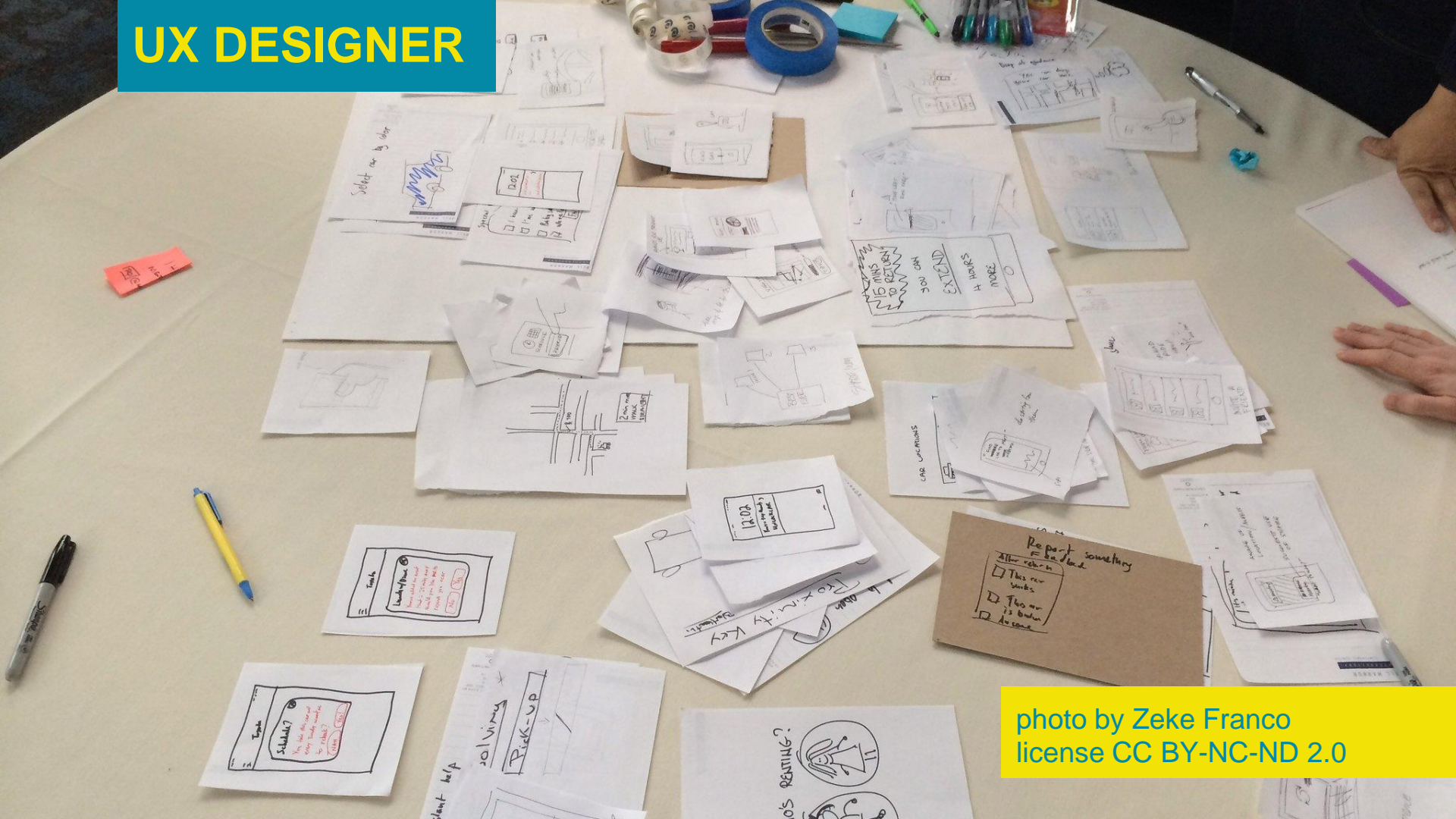


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GAMERS



the traps contain strange scales, bits of meat, tattered cloth, scraps of fur, scattered teeth and a crudely made charm.

the fire is roaring.

predators become prey. price is unfair.

wild beasts attack the villagers.

the traps contain scraps of fur, bits of meat, scattered teeth and strange scales.

the fire is roaring.

dry brush and dead branches litter the forest floor.

more traps won't help now.

more traps to catch more creatures.

more traps to catch more creatures.

a stranger arrives in the night.

A Firelit Room | A Large Village

stoke fire

build:

trap

cart

hut

trading post

lodge

tannery

smokehouse

workshop

craft:

torch

waterskin

bone spear

rucksack

1 armour



HARDWARE DEVELOPER

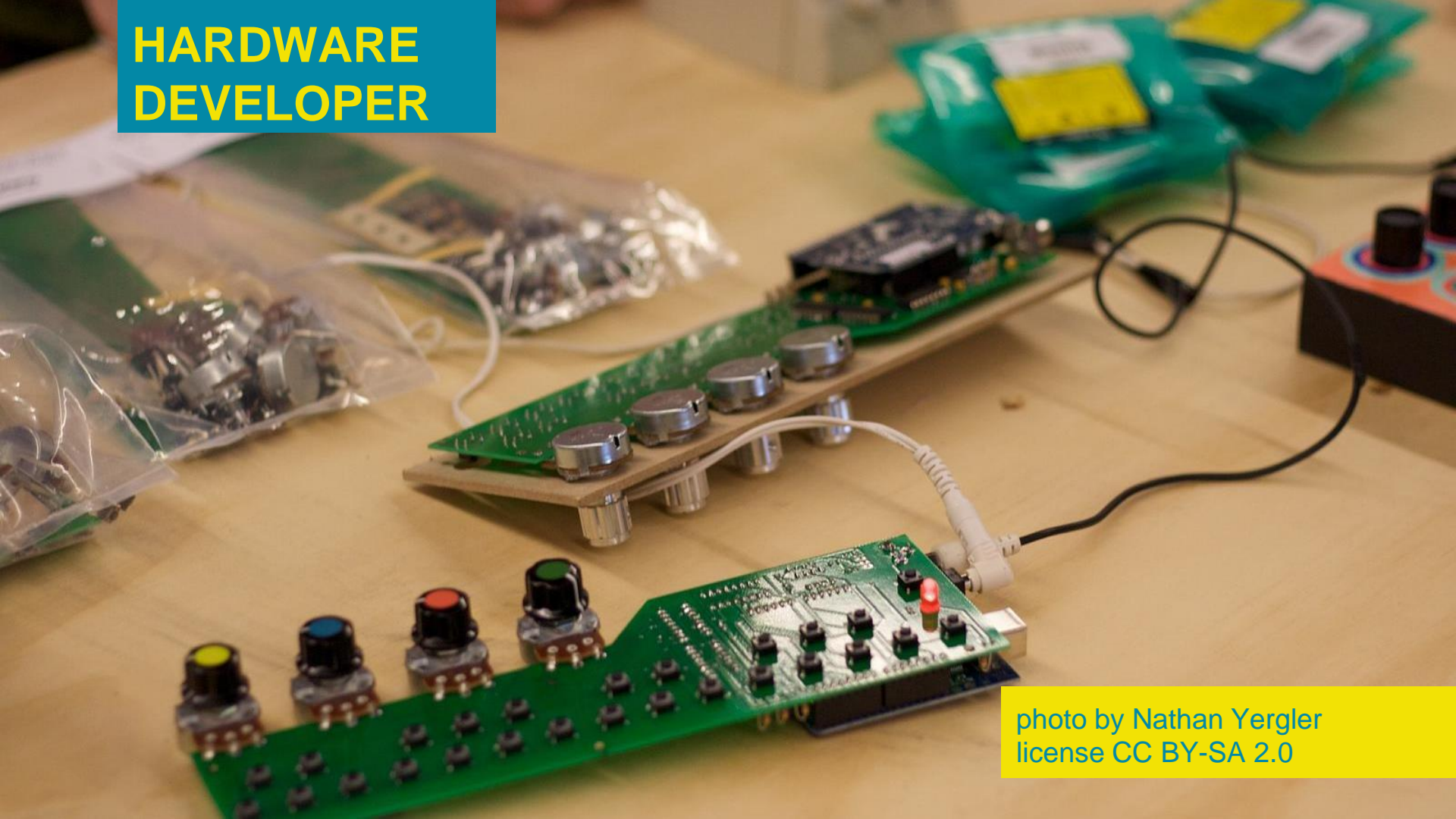


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SERIOUS GAMES



Prototype by Paul Eliaz

THE WORKSHOP

split into 3 groups

What are users needs

Create a matrix of needs and technologies

Speculate on the future and how to get there