MAPPING GAME USERS & DESIGNERS NEEDS TO TECHNOLOGIES
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.
Prototype by Paul Eliasz
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