



# Top KOALA-TY Brainstorming

WORKSHOP 1 SUMMARY & WORKSHOP 2 IDEATION PLAN

Phobey Cass, Shivalika Jain & Liz Newman | HCI 590 | May 2, 2017

# WORKSHOP 1



## DATE & TIME

Sunday, April 23rd, 3:00 p.m. to 4:00 p.m.



## LOCATION

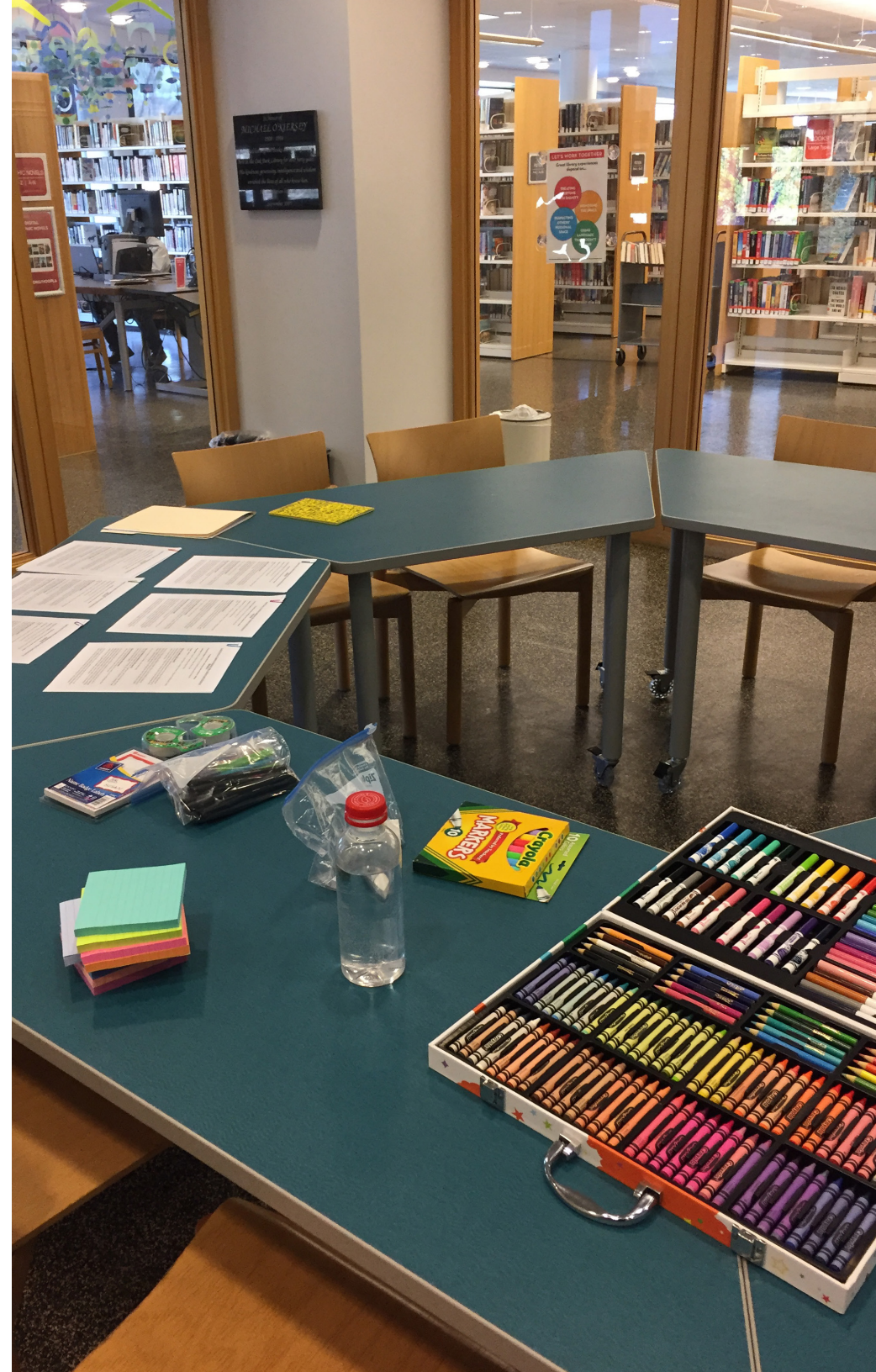
Discussion room at the Oak Park Public Library



## DESIGN TEAM

We had 8 participants for workshop 1

Pseudonym	Gender	Grade - Age
Mike	Male	3rd - 8
Greg	Male	2nd - 8
Rachel	Female	3rd - 9
Maggie	Female	3rd - 8
Lindsey	Female	3rd - 9
Leonard	Male	2nd - 8
Neil	Male	1st - 7
Mick	Male	5th - 11



# OUR ACTIVITIES

## ASSENT

We obtained assent from the children:

1. "Are you guys happy to be here and excited to participate?"
2. "Is it ok if we take pictures of you during the workshop?"

All the children responded with a nodding gesture or the word "Yes."

## NOMINAL FOCUS GROUP BRAINSTORMING

Our team thought about games that will teach children about animals and their habitats.

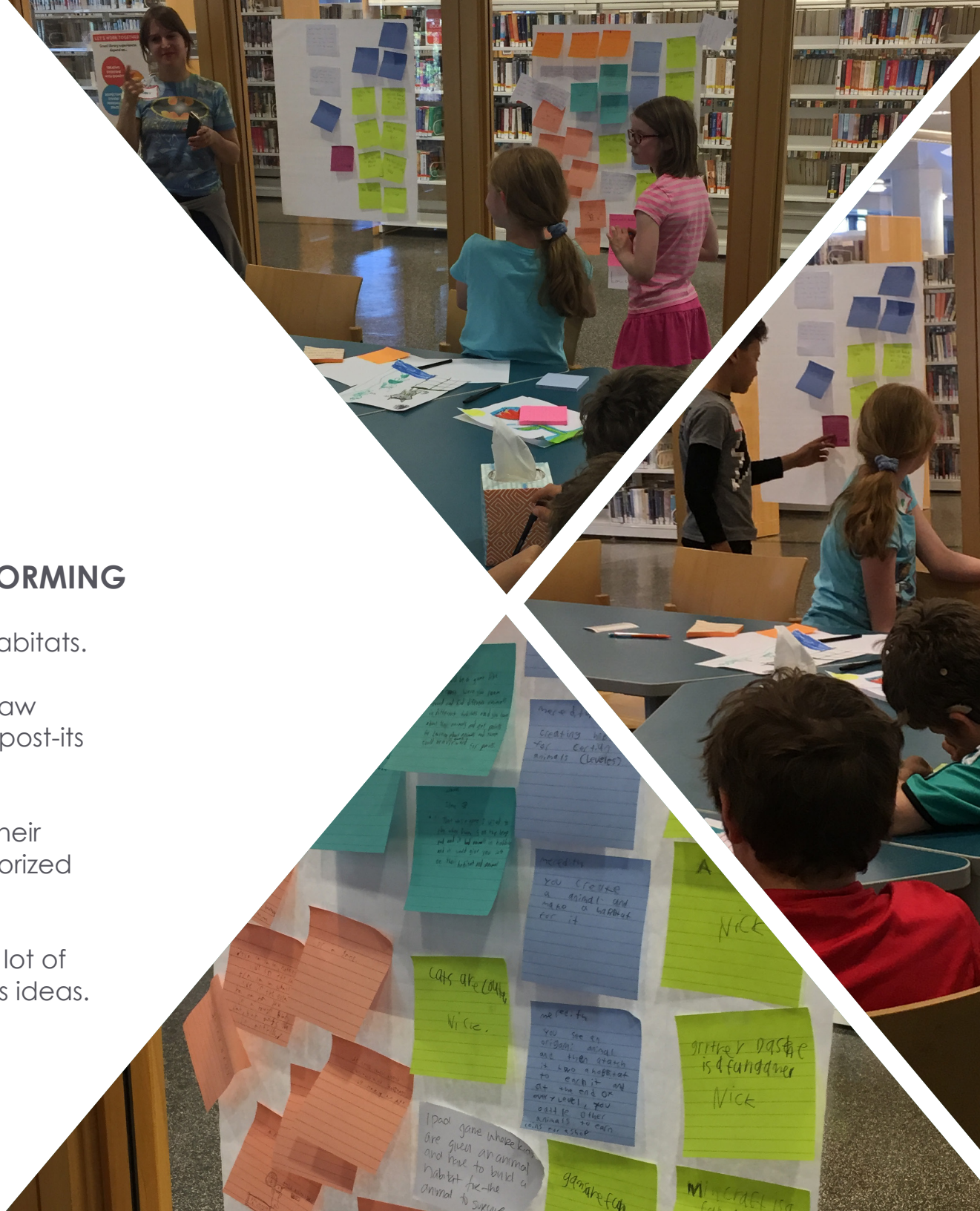
First we had the children write down or draw as many ideas as they could on different post-its or sheets of paper.

Then everyone got a chance to explain their ideas to the group and created a categorized list of themes.

We talked about everyone's ideas and a lot of children started to build off of each others ideas.

We voted on what type of game we wanted to build.

**TABLET / PHONE APP GAME WON!**





match different  
animals w/ their  
habitat.

matching animals  
to their habitats

# MATCHING GAMES

Ruby  10-4

A Matching Game

A matching card  
game where  
kids have match  
animals &  
habitats.

“Matching animals to  
their habitats”

- Maggie

“A matching game with  
animals and habitats”

- Rachel

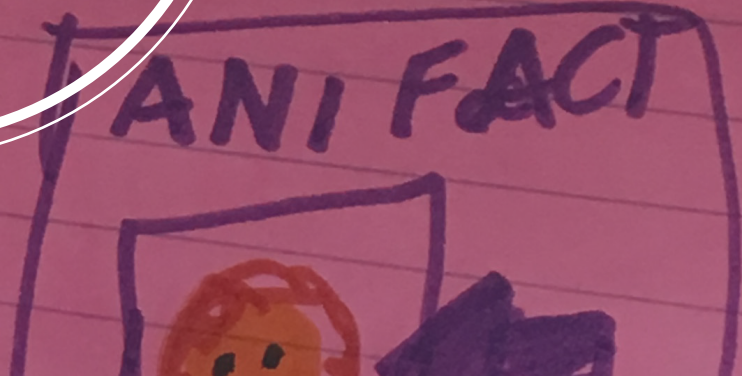


Laura  
We can include animals that most people do not know exist, like the margay cat, ~~pink river~~ and pink river dolphins.

Once they pick their animal, they will see a page that tells them all about the animal.

## FUN FACTS

The Cover



"It could be a game like Mine-craft where you roam around and find different animals in different habitats and learn about the animals and get points for learning about them and their habitats."

- Mick

"We can have a wheel that is filled with different types of animals that you can click on. We can include animals that most people do not know exist and then when they click on an animal the game will show them fun facts about that animal. ANIFACT"

- Rachel



## BUILDING HABITATS & SURVIVING

"A game where in each level you have to survive for a day as a certain animal and use an actual animal's habitat to eat."

- Mike

"A game that you choose an animal, it gives you hints and facts and you make a habitat for it and take care of it."

- Leonard



me red:th  
you see an  
origami animal  
and then attach  
it to a habitat  
to earn it and  
at the end of  
every level, you  
battle other  
animals to earn  
coins for a shop

# FUN OUTLIERS

tra la la la, monkeys  
live in the rainforest!  
tra la la la whales  
live in the ocean!  
ha, ha, ha you live  
in a house! Blah,  
blah, blah ants live  
in anthills. ♪

"You see an origami  
animal and then attach  
it to a habitat."

- Maggie

"A seek and find game  
with animals hidden."

- Rachel

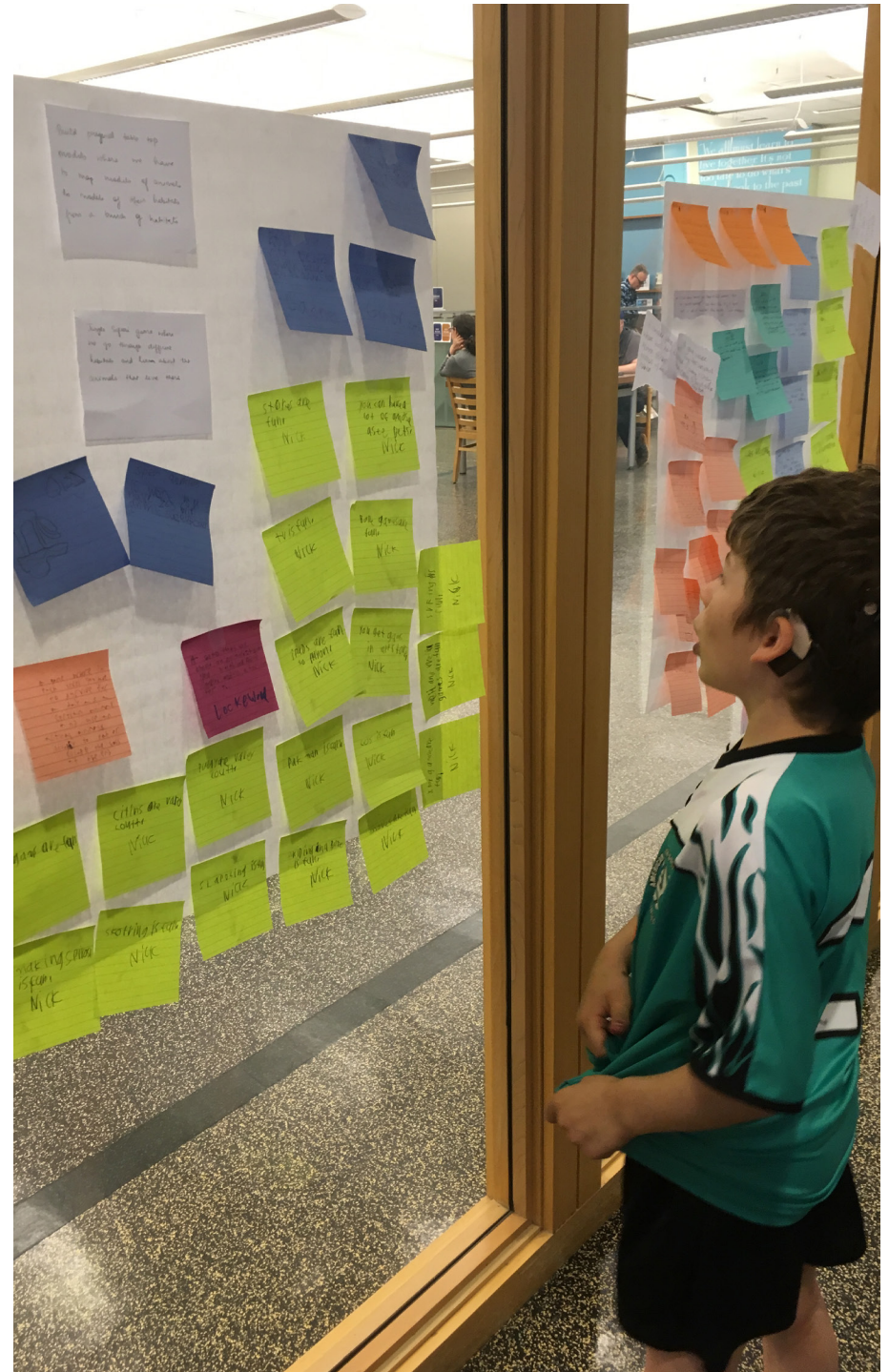
"Tra la la la, monkeys live in the  
rain forest. Tra la la la whales  
live in the ocean. Ha ha ha you  
live in a house."

- Mike



# WHAT WE LEARNED

- Do not give the children things to draw on while going over the instructions.
- Try to intermix the girls and the boys - in our group the boys are more assertive.
- Try to contain the children that dominate the group with distractions.
- Activities take more time with children than expected and we should add in time for them to come out of their shells and start focusing.
- We felt that some children were better at interacting and presenting their ideas more freely when spoken to one-on-one rather than in a group environment.
- We forgot to present our own ideas to the group, so we should make sure to include ourselves in the group.
- The kids know more than we may realize - it is important to really listen to what they have to say and treat them as well-educated members of the group.



# WORKSHOP 2



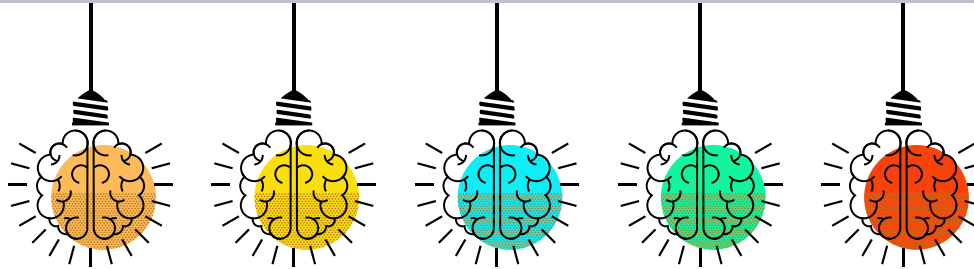
## DATE & TIME

Sunday, May 7th, 3:00 p.m. to 4:00 p.m.



## LOCATION

Oak Park Public Library



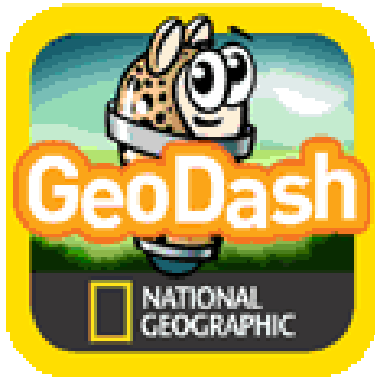
## WHAT WE ARE GOING TO PROTOTYPE

Our learning game will be designed for touchscreen devices such as tablets and mobile phones and it will not require wifi.

The game will start with a wheel in which children can select an animal for them to learn about and build a habitat for them to live in. Once an animal is selected the children will be presented with fun facts about the animal and what it needs to survive. Based on the animal's fun facts the children will then have to select the type of habitat the animal lives in. Then the children will act as the animal's caregiver and create a habitat for the animals to live in and survive. The children will be able to build the animals a habitat for the animals from a library of environmental elements.

As the children build the animal's habitat the animal's life strength will increase or decrease based on what elements the children place in the habitat. If the animal's strength reaches 100% the children will save the animal and be able to move onto the next level. As the children move up the levels the animals will be more unique and require more in their habitats. The game will provide children with helpful hints and information about why elements work in certain habitats and not others.

# COMPETITIVE & LITERATURE REVIEW



## GEODASH

This National Geographic game allows children to explore Earth's habitats in the company of a robot named Geo. Throughout the journey, children are able to acquire various animal abilities like climbing, leaping and sprinting. As they play the game they can collect animal cards containing animal trivia and photos, as well as animal-themed jokes.



## HABITAT THE GAME

This free game by Elevator Entertainment tasks children with saving a polar by preserving Earth's habitats. The game encourages action both within the game and in the real world. As the players progress through the levels of the game, they are able to earn badges for completing various tasks.



## WILD KRATTS

Wild Kratts is a PBS Kids television show where a team of humans must use various animal "powers" (with the help of special transforming suits) to help animals in need. The show's website at [pbskids.org](http://pbskids.org) features games as well as habitat exploration. This allows kids to select from seven different habitats and explore them using the different special abilities of the animals that live there.

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### Building a model of the Environment: How do Children See Animals?

Sue Dale Tunnicliffe & Michael J. Reiss, *Journal of Biological Education*, Vol. 33, 1999 - Issue 3

This article explains the processes by which children are able to identify and classify various animals, as based on the children's mental models of each animal.

# ACTIVITIES

## LAYERED ELABORATION

We are going to have our team participate in layered elaboration.

We will divide our team into 3 groups, with one of us in each group.

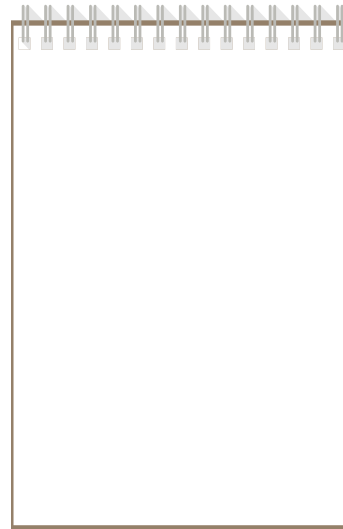
Each group will be given one of the primary screens within our game:

1. Animal Selection Wheel
2. Animal Fun Facts page & General Habitat Selection
3. Habitat Environment and Design Library

We will rotate the clip boards 3 times so that every group has an opportunity to build on each of the screens.

## MATERIALS

- White Computer Paper, Transparency Sheets, Tracing Paper, Clipboards
- Pens, Pencils, Erasers and Markers
- Dry Erase Markers and Magnetic Dry Erase Easels
- Scotch Tape
- Name Tags





**Thank You!**