

8/31

Let's Drive : Team Brake Point

Arish provides support for kids in the region. Teacher resources. Educational resources.

RACI chart for organizing

Week 2

- ★ Roles
- ★ Weekly Responsibilities
- ★ Daily Responsibilities → Daily Emails?
- ★ Semester Calendar
 - Project cycle, Deliverables, Scheduling

Target Audience → Pre knowledge

Content → Access course content?

Game Scope

Platforms

from Ann

We will make one unit to test market

★ Decision Making ★

Models valued + recognized by the state

sending prototypes?

Tour the building

Greg Coy

Jim Wagner

1. How to obtain D.L
2. Laws + Regulations
3. How to operate

- ★ 4. Perception, Rx time
5. Driving Environments
6. Distractions/Drugs

foreign students

Main Tool for Drivers Education

[High School students], but also college
obtaining drivers license
game to get passed language barrier

State Related Standards
Unit Model sent from Arin

★ Avatar, ~~Unit Model~~ Linear? OpenWorld?

★ ADA → Chrome (?)
Educational Programming Compliance

Meet Greg This week
↓
Main Content

Give More Context to the learning

Goal → Driver Education Course Attractive
to Students

Best Practices determined by the State

Stealth Evaluation in Games
Don't stop the simulation

Social Contract

out of the box teaching w/ the perception

| immersion?

communicate pipeline & workflow
with the client.

★ Meet w/ Jess Trybas
prove learning?

★ Meet w/ Jessica Hammer,
prove learning?

~~★ Next Saturday Auddy Waters~~

Jesse

Scope

ReactionTime, Perception

Replay-ibility

→ Real world, immersion

week 4

- Logo
- Poster
- Half sheet
- 200 word description
- Working website
- Team photo

producer responsibilities

↑ To discuss with team

Dave C. → Next week

~~What do you need to get~~

Arin Online Content

- Full 30 Hour Course
- 6 Hour Review Course

Questions:

will the student get their license after completing the course or is this only replacing the written portion of the exam?

1

Creative
problem

2

Client

What + Why
do they want
this
what are they
excited about

hear them out

- Brainstorm on board, their vision + what they are excited about
- Then go to computer, look at what exists

listen to their vision

↓
{ what is most important }

• let's build a thing that works in your district.

Agenda

Team Meeting 9/7

- Motivate them to Form good habits around decision making.
★ Education Value!

- Controlling the car?

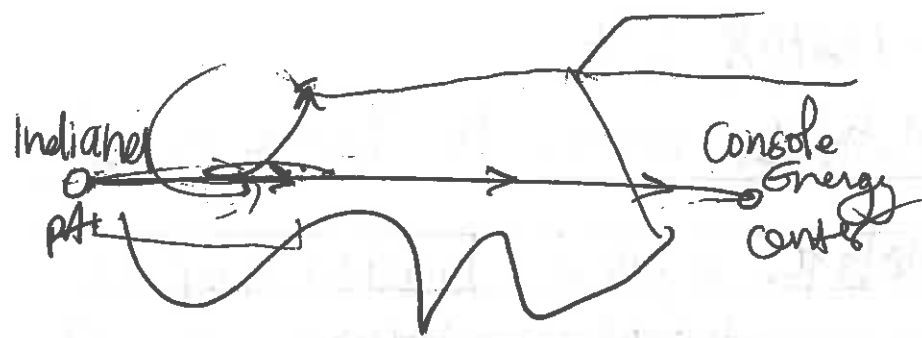
1. Car Functionality Test
2. Decision Making / Habit forming
3. Permits / papers

Tutorial?

Educational } design
Engaging } pillars

↓
customization

★ Jessica Hammer!



different
Road
Scenario

the game
becomes
less tolerant

• ~~Pit~~ driver →
• Truck →

★ Hindsight ★ Development Process

★

Portal

This game has a lot of rules

• Natural process of learning, Gradually gain knowledge

• How to show them
The Severity of their decision

* Educational Games *
email Sije

• email Penny → class week 3?

John Balash for playtesting w/ PA High School

- What specific scenario can we build?
Keep the space small

- Not a certification.
A preparation.

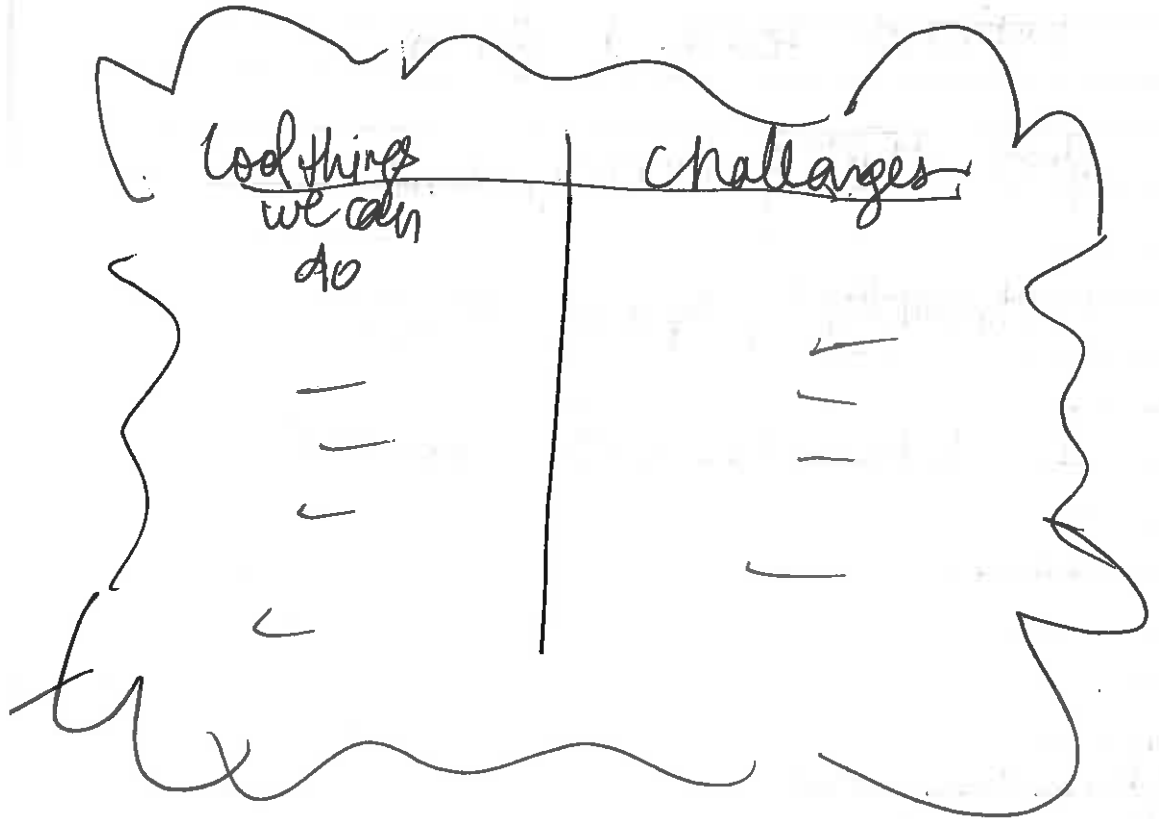
(★Add on : Simcoach , some other company to continue our work after the semester)

our client wants us to
Make a game that
motivates teens to form
good driving habits, and
(ultimately) prepares them
to take the written permit
exam.

Perceptual skills
Decision Making
Reaction time

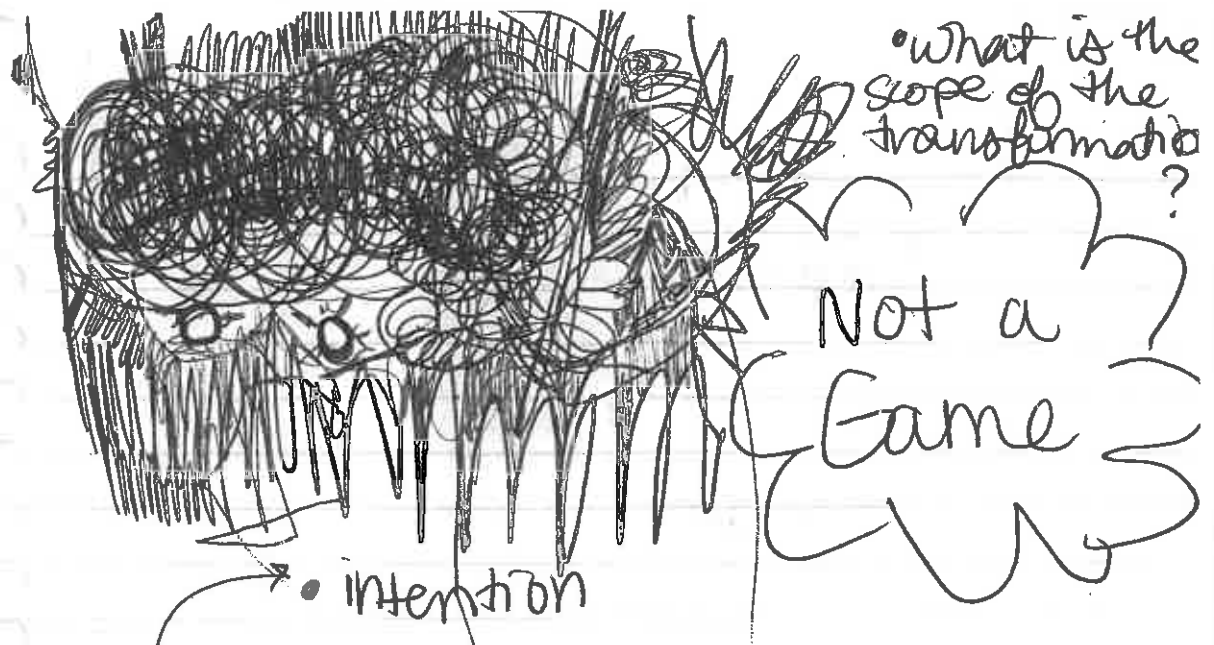
Sabrina Culba
Transformational Handbook
Framework

- Prototype can help our clients get grants in the future !!



- prototype looks cool

- Need to show a good rxn from students + teachers



Change in the audience

- transfer to the real world
- persistent

definitions of change

Labels can transform thinking

We don't have the tools for transformation

⇓
Preproduction

Walk-through with Client

"Preproduction"

"Game Design"

"Production"

our process, what we will be
doing

define the transformation

What is a Good Driver?

if you know all of the material in the
handbook does that mean you will be a
good driver?

• our goal is to change ~~the~~ people

* deadlines for the team

Consistency in the game
comes down to many layers
of decisions. The Framework helps
you make

The Framework provides an
anchor b/w team + client
priorities. Every conversation
is disconnected from makeup
games. Audience + Subject
Matter

are the convos. ~~The~~

* Write things down, and share it
(Not formal or huge, just keep updating)

Q1 Highlevel Purpose

Save lives.
(It's complicated)

Get excited

* Audience

* Impact

does not
define a game



(split audience?)
↓
advance ppl start
in middle

How far
are they
from
transformation

help
with assess
now

(play forward , game)

Majong



- know as much as you can about your target audience.

You don't always need to appeal to your audience

You need to transform them

- derive all our choices from our audience

★ Research Barriers to the goal
★ Real World Studies
of driver Behavior.
How to affect it...

don't waste your time



how will an adversarial player react to what we are doing?

~~##~~

the backbone
of the game
↑
barriers can directly
inform the game
design.

DOMAIN:

What is in vs. out?
~~with the client~~

what is key what is
peripheral?

Must draw the line
with team and client.

prioritization

don't
wast
your
time

scope

SME

can he vet content

Denny

— Expert. When do you approach him as this?

Client. what do they think about and worry about.

*don't just default to blindly asking for feedback

- playtest w/ existing resources with your population good to find barriers. Modify someone's prior work. test and see for yourself.

Research interventions? find the best

In the game..

Assessment For Progress

feedback is motivating so player will complete the transformation

Expert Validation ★★ (Assessment)

Where are our ~~shoes~~ shoes?
Looking for good enough

pillars $\Rightarrow$ transform

studies
on
effecting
driver
behavior

Barriers

Lack of Experience

Risky teen behavior

Distractions - phone, friends,
food, Alcohol,
drugs

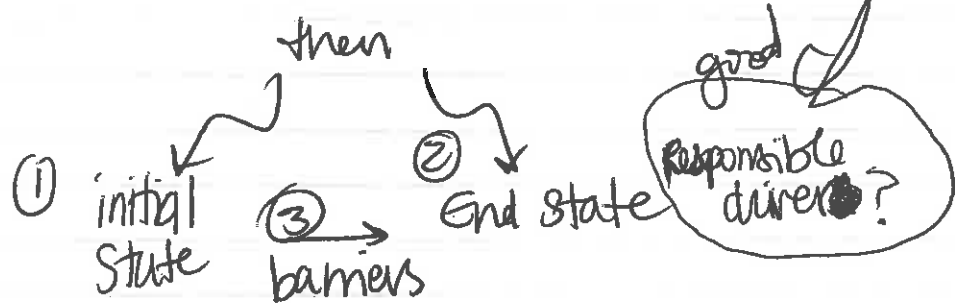
Tears

Stress $\rightarrow$ rush horns, late,
impatient people, traffic,
road rage
Other drivers
The road is hostile!

9/17

intrinsic motivation

* Define Target Audience



What is a good driver? → defensive driving

Proud to be a good driver

* identity

Zombie Apocalypse

Resources
Your car is your freedom
Infection
Spreading
Building your credibility
a hostile world
your world in your car?

Keendriing solutions → TED talk dude

how do other countries train their drivers?

the best drivers in the world?

traits of a good driver

→ Habits

- Good

- Bad

- identity of a responsible driver.

★ Differences in Risk Perception in Kids than adults.

A Good driver ^{treats} ~~takes~~ the responsibility of driving as such.

Ivers
et al

look up Theory of planned Behavior

"The overrepresentation of youths in crashes involving casualties is a significant public health issue. Risky driving behavior is strongly linked to crash risk among young drivers and overrides the importance of risk perceptions. . . .

~~Graduated driver licensing~~
Night driving
of Passengers

- youths more than older
- high-level speeding, speeding for the thrill
 - following too closely
 - violating traffic rules
 - not using seat belts
 - using mobile phones
 - driving at high-risk nighttime hours
 - driving older vehicles

your attitude will get you killed
change the way we think
about driving.

- prepare for 1/4s

- Branding Friday @ Noon
 - Logo
 - Victoria