

Design *Thinking*: Ideation Design Games

- Playful Ways to Gain Design Ideas -

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Peter Fikar

The „Maker“ and „Player“

- Homo faber

(Max Scheler, 1928)

- Homo ludens

(Johan Huizinga, 1938)

- Framing Games & Play

- Mimic, Role-Play, Dress-Up, Chance, Competition, Winning, Chess, Poker, Halma, ...

Example: Framing Play & Games

- Roger Callois (Man, Play and Games)

	Paida: Free-form play	Ludus: Rule-bound play
Agon <i>Competitive play</i>	Unregulated athletics (foot racing, wrestling)	Boxing, Billiards, Fencing, Checkers, Football, Chess
Alea <i>Chance-based play</i>	Counting-Out Rhymes	Betting, Roulette, Lotteries
Mimicry <i>simulation or make-believe play</i>	Children's initiations, masks, disguises	Theater, spectacles in general
Ilinx <i>Vertigo or physical based play</i>	Children „whirling“, Horseback riding	Skiing, Mountain climbing, Tightrope walking

Design Games

- Design generating method (qualitative)
- Design of product and interactions
- „Idea- & solution oriented“ (visionary)
- Design Games get deployed in the middle of a design process, further development steps and for re-design.

Design Games

- Rulebased games
- **Generating ideas & are solution oriented**
- Play as simulation, (Miniature) representation or playing in real environments
- Defined game structure & abstractions of Design goal/question
- communication and exchange of arguments
- **Goal** (common understanding, common vision,...)

Design Games History

- First used for studying designers.

(Habraken and Gross, 1987)

- Change Management - The main uses of the games have been to engage workers in a change process where they can create a common language, discuss existing reality, investigate future visions and make requirement specifications on aspects of work organization, technology and education.

(Ehn and Sjögren, 1991)

Design Games History

- The Delta Game is played by four people each having different roles; an architect, a project manager, a structural engineer, and a thermal engineer. Their common task is to design a residence suitable for inhabitants of an imaginary world – the Delta Plane.

(Bucciarelli, 1991)

Statements about Design Games

- exchange perspective
- can be provocative
- designing the game by itself can be fruitful
- clarifies situations
- starts discussions
- giving insight

Design Games

used by

- Designers
- Users

used for

- Exploring design ideas
- Establishing a common understanding

Types of Design Games

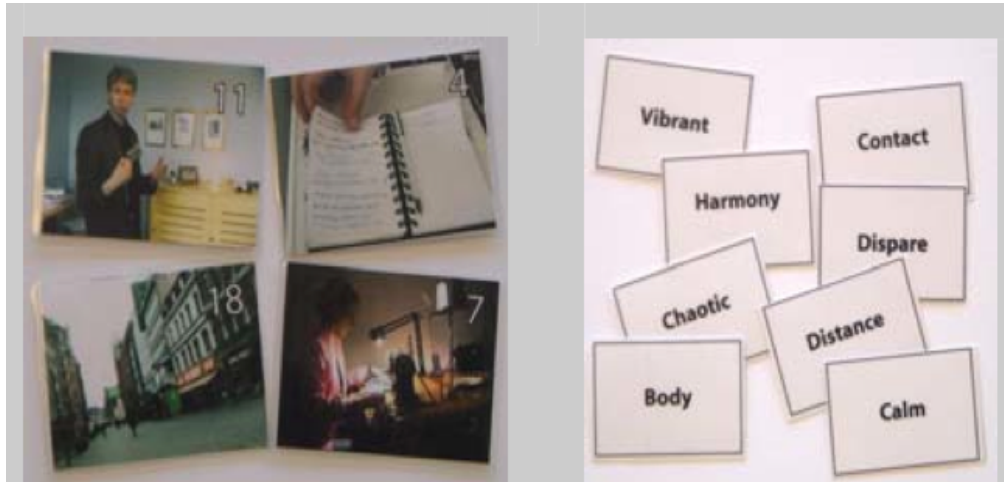
- Board game (incl. game tokens)
 - ... made from print on or painted paper or cardboard, or pre-crafted materials with new/ altered rules
- Game cards
 - ... combined often with RFID, barcodes, digitally augmented interactions (linked to digital content such as videos, photos, etc.)
- Online Game
 - ... playable remotely in the team
- combinations

Context



The User Game

The User Game creates stories about people as prospective users.



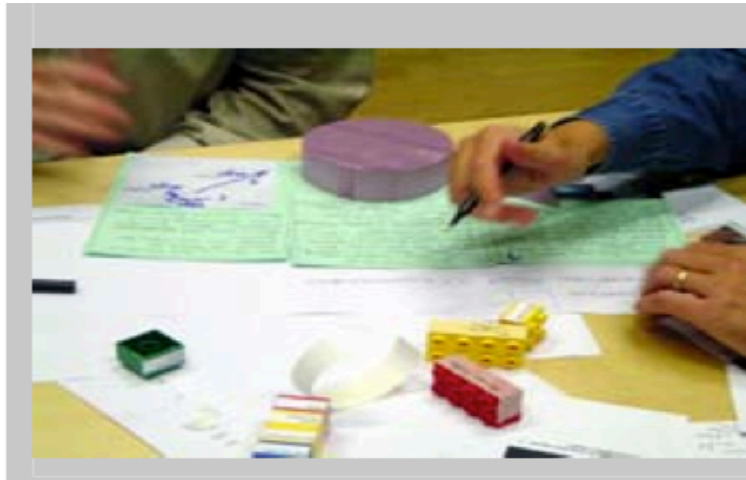
The Landscape Game

In the Landscape Game the focus shifts from developing stories about a person to his or her interests and relations to involving the physical and social surroundings.



The Technology Game

In the Technology Game the aim is to develop technology or projects where technology plays an important role in the activities and environment for the intended design.



Example

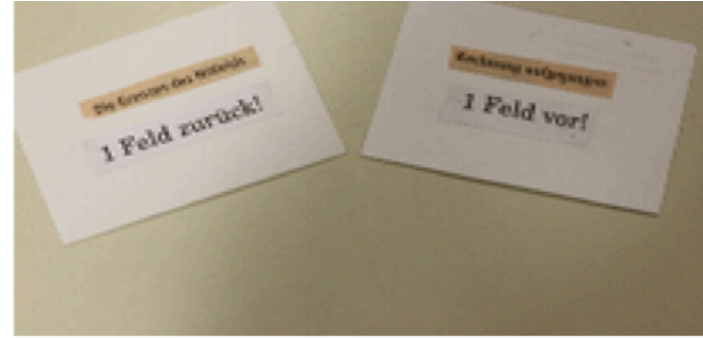


Studentproject: Pulsemap



Abbildung 1: Drei der 65 Spielkarten.

Studentproject: Democracy



Studentproject: Lost In Navigation



Studentproject: Travelbot



Game Design

- What kind of game?
- Who can/wants to play? How is played? With what?
- Game contents & goals (game goals & design goal)
 - Which contents, data, situations are abstracted into the game? To come to which conclusions/goals?
- Game procedure & dynamics
 - Simple, clear but exciting rules, Playthrough < 15 min
- Graphics & layout
 - quality materials, quality of photos/illustrations, materiality
- Haptics & tactile features
 - pre-created objects vs. Self-Made

Role of Design Games in this course

- Design and development of a Design Game
 - Realization of the Design (Game)
 - Work with gathered/created artifacts and design materials e.g. Video clips, Cultural Probes, Keywords from Interviews etc.
 - Develop and create a full and the regarding description
 - Goal
 - Define a clear goal – What the goal/outcome you want to achieve with your game?

Role of Design Games in this course

- Play-test and analyze your Design Game
 - Playthrough of the Design Game
 - Play with the Team and play with invited player
 - Analyze & evaluate
 - Quantifiable outcome of the game – Which ideas were created/extended/altered
 - Playing experience

Assignment

- Develop and play a Design Game for your chosen topic.
- Define a goal – What do you want to find out by designing and by playing the game?
- Document your development process (design sessions, materials, discarded ideas,...)
- Make use of quality materials. Craft game-pieces and use existing design-materials (video clips, Cultural Probes, Keywords from interviews,...)
- Design, playtest and have your game played
- Produce a manual (props, game content, rules, photos, illustrations, etc.)
- Play-report (How was the game accepted? entertaining/boring/creativity inducing/...)
- Adaptions regarding the game and Outcomes regarding design ideas, directions, insights.
- Maximum of 10 pages PDF (excluding title-page)