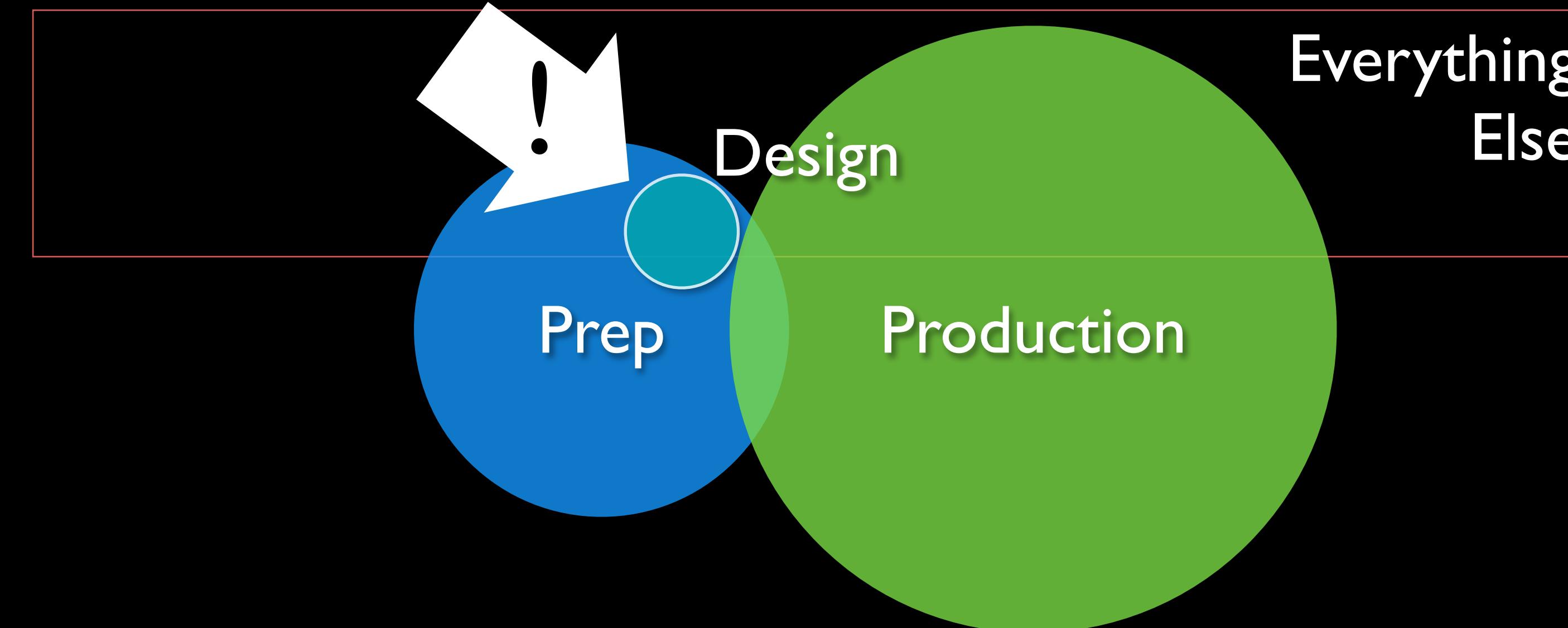


How do we
Design
to Change?

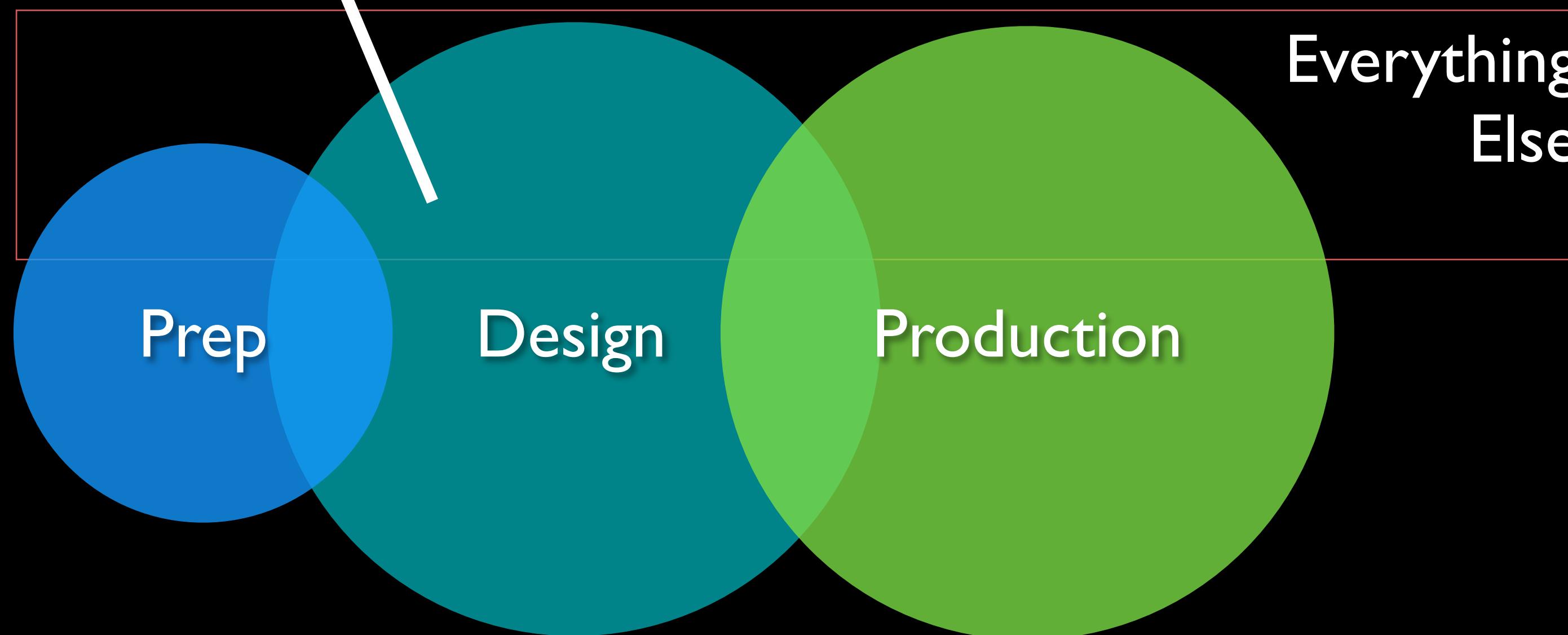


Barbara Chamberlin, PhD
bchamber@nmsu.edu
 @bchamber

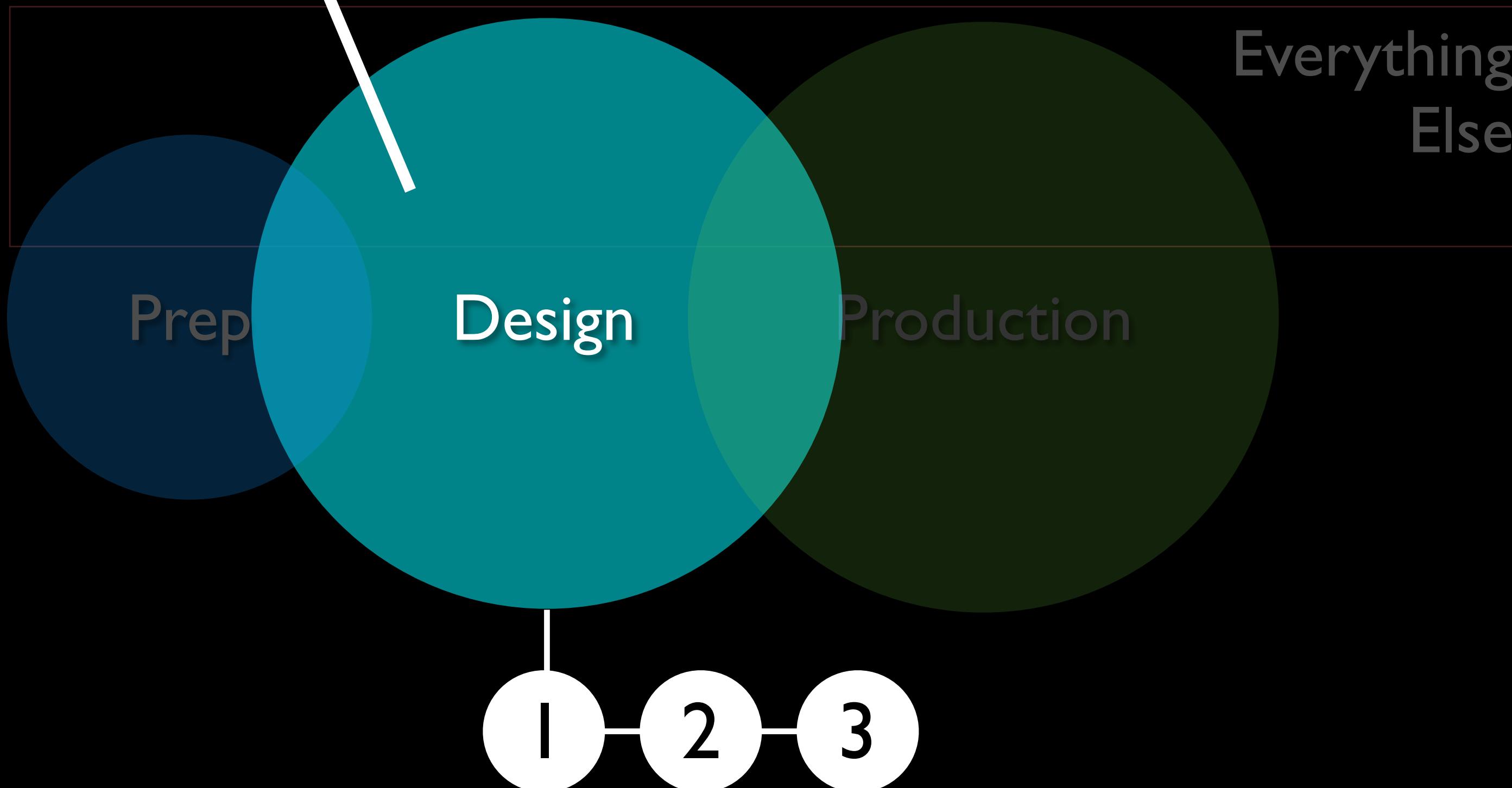
Development Process



How are we going to make the thing?



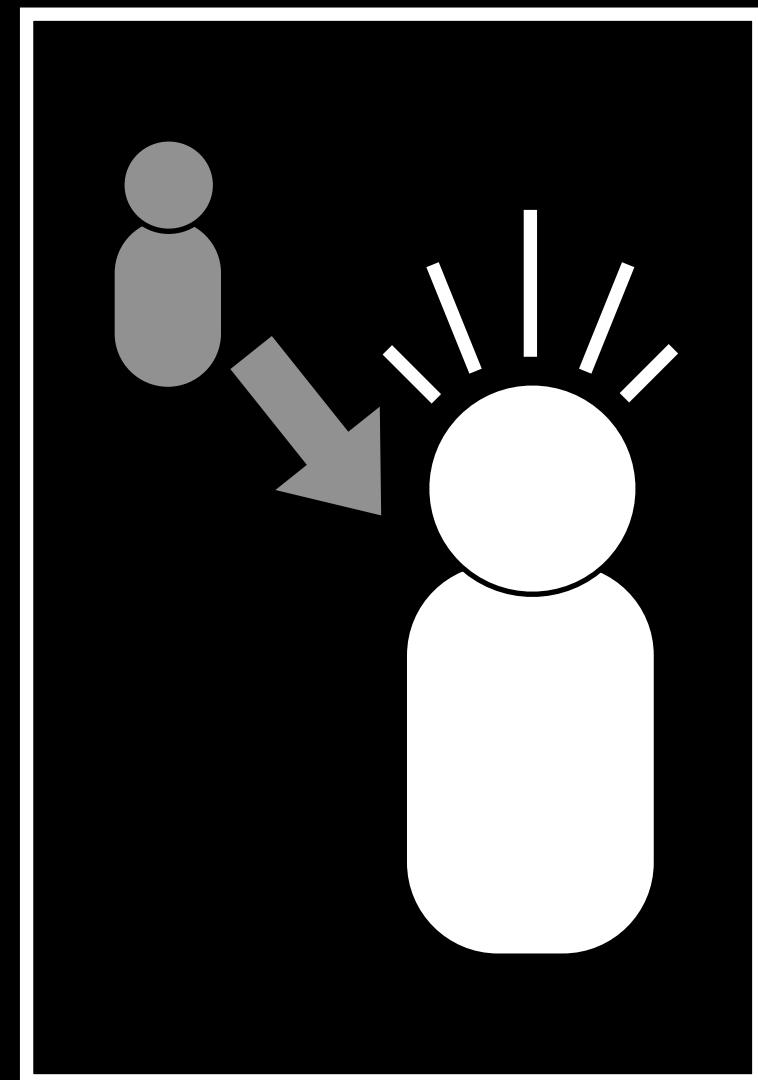
How are we going to make the
change?



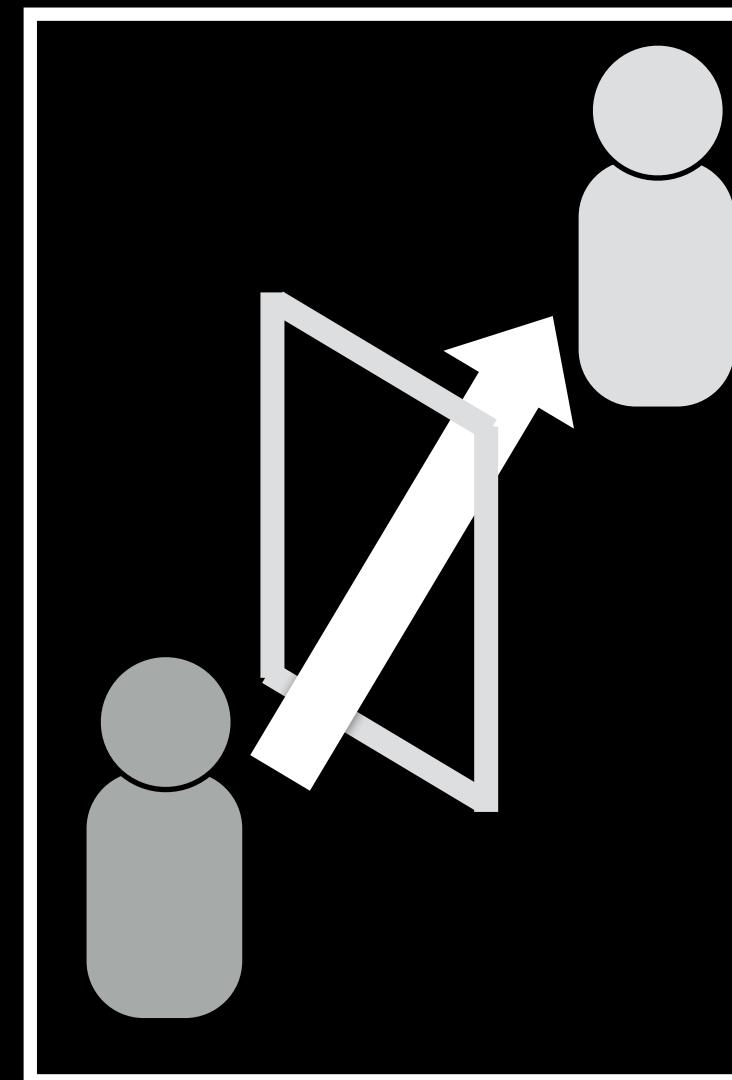
Hello, experts.

- Design **Doc**
- **Agreed Upon** Outcomes
- **Vision** for Potential Product

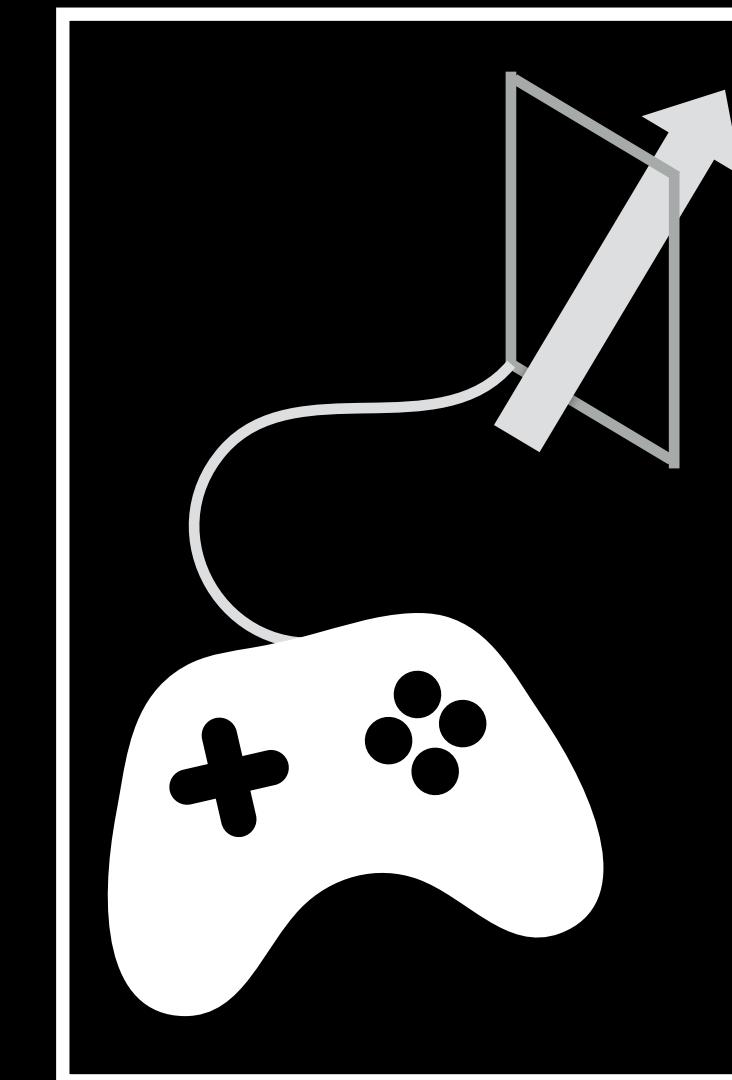
What
change
do I want to see
in the learner?



What
activities
lead to that
change?

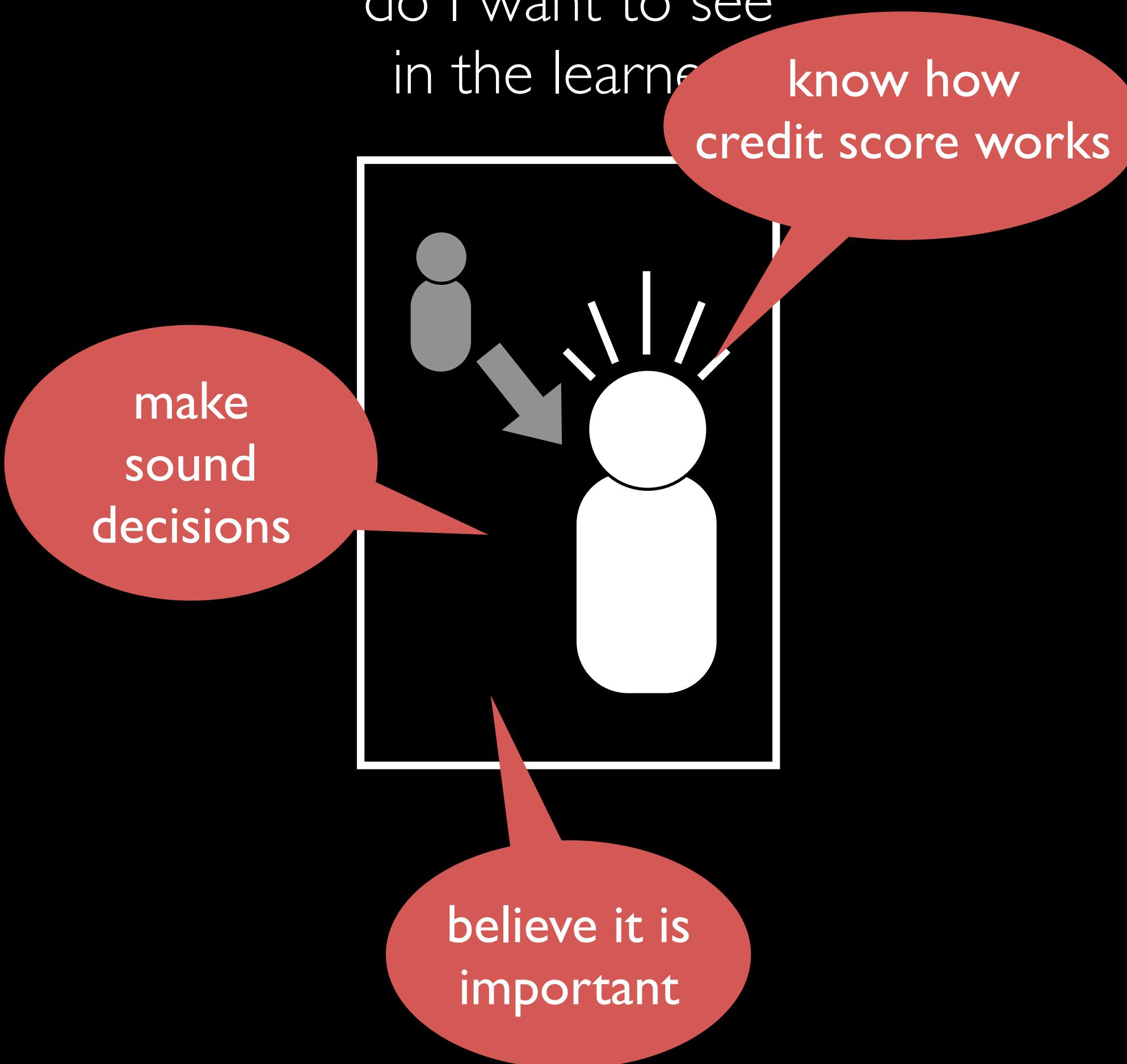


How can
gameplay
facilitate
those activities?



Goal: high school kids maintain good credit score

What
change
do I want to see
in the learner?



What
activities
lead to that
change?



How can
gameplay
facilitate
those activities?



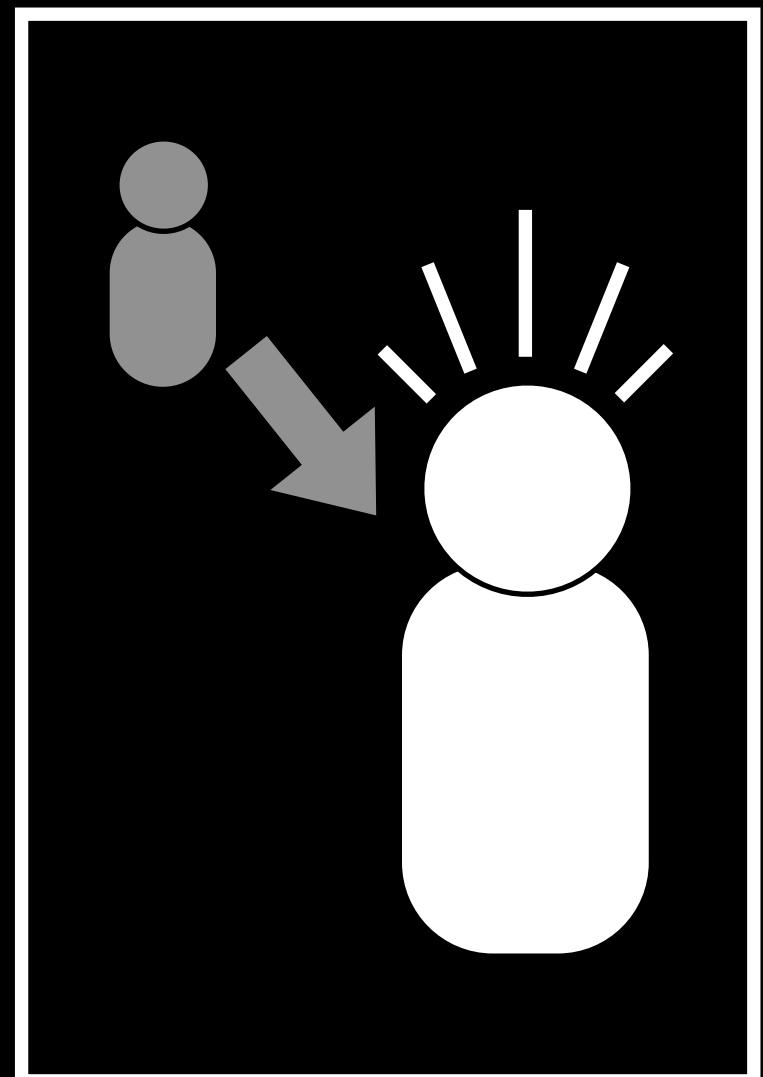
NIGHT OF THE LIVING DEBT



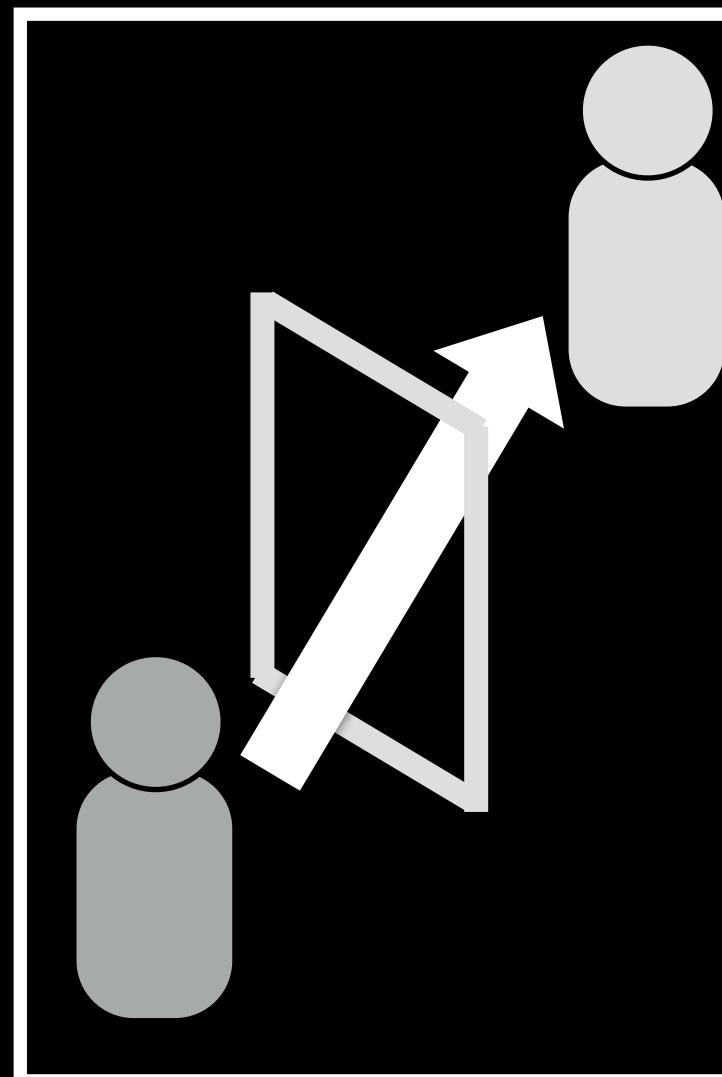
CREDIT
SCORE: 680

Goal:

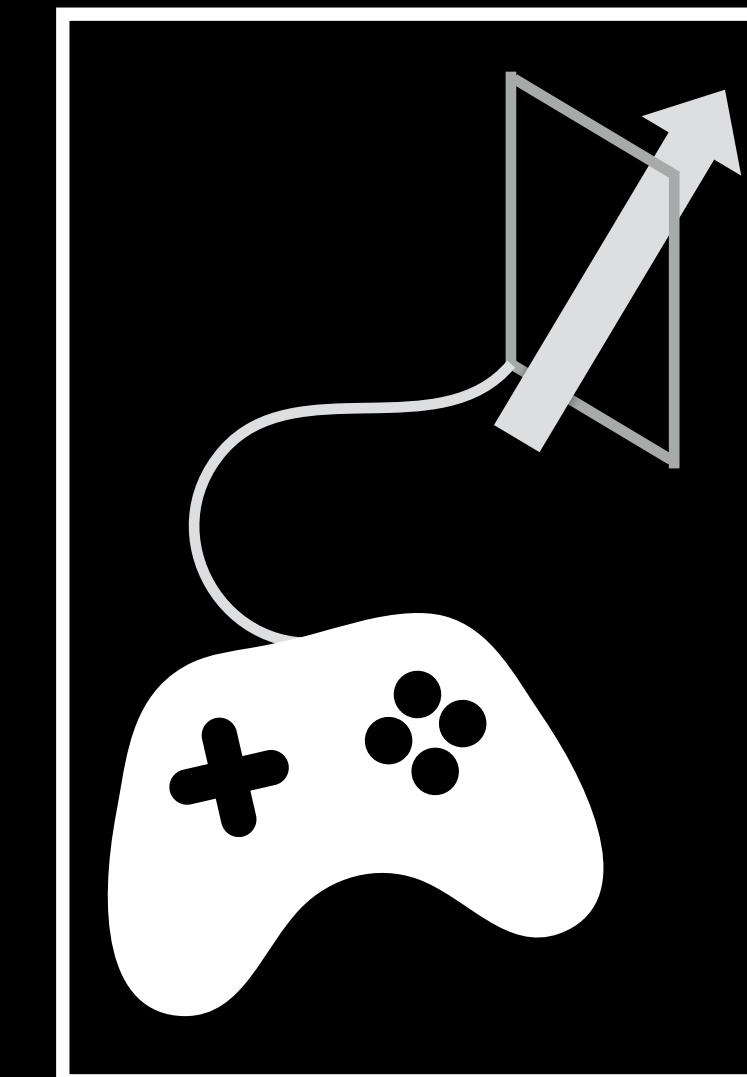
What
change
do I want to see
in the learner?

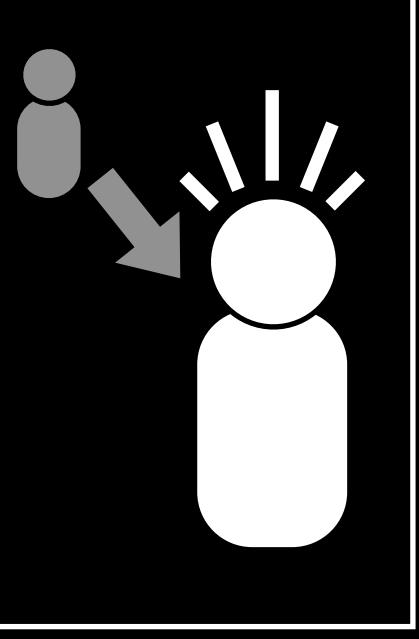


What
activities
lead to that
change?



How can
our thing
facilitate
those activities?





What
change
do I want
to see in
the
learner?

I

what they know
knowledge

what they can do

skill

how they act

behavior

how they feel

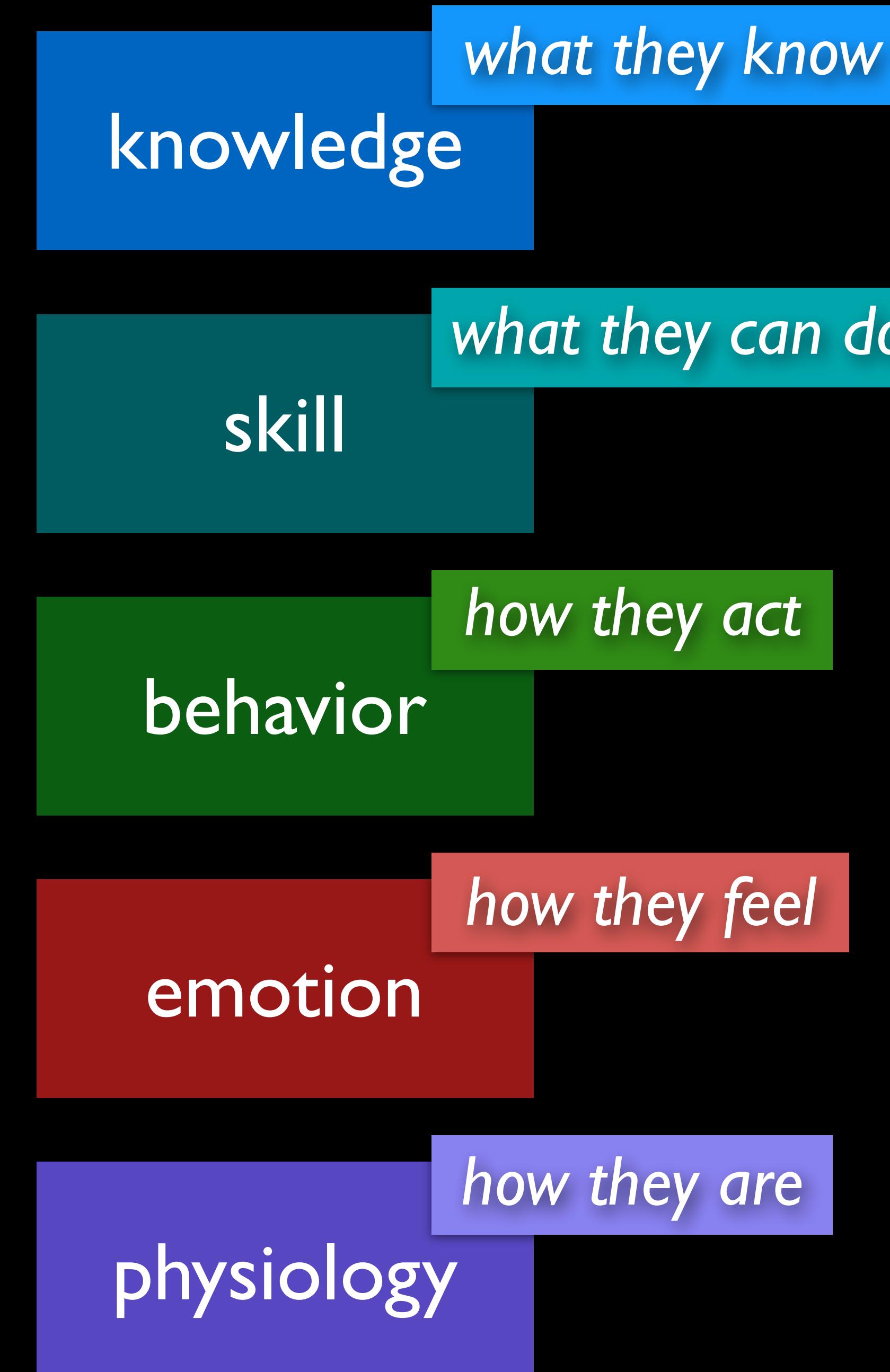
emotion

how they are

physiology

I

What **change** do I want to see in the learner?



After using our game,
the player will...

I What **change** do I want to see in the learner?



what they know

knowledge

know what impacts sugar



what they can do

skill

properly test blood sugar



how they act

behavior

test regularly



how they feel

emotion

prioritize health

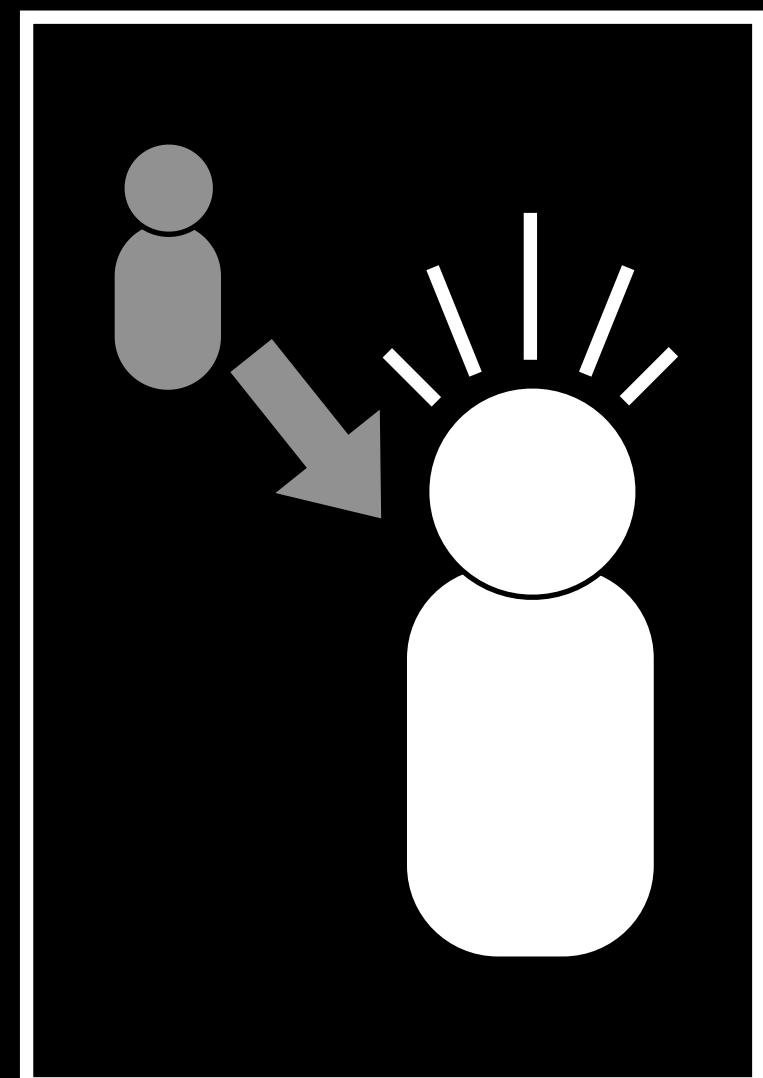


how they are

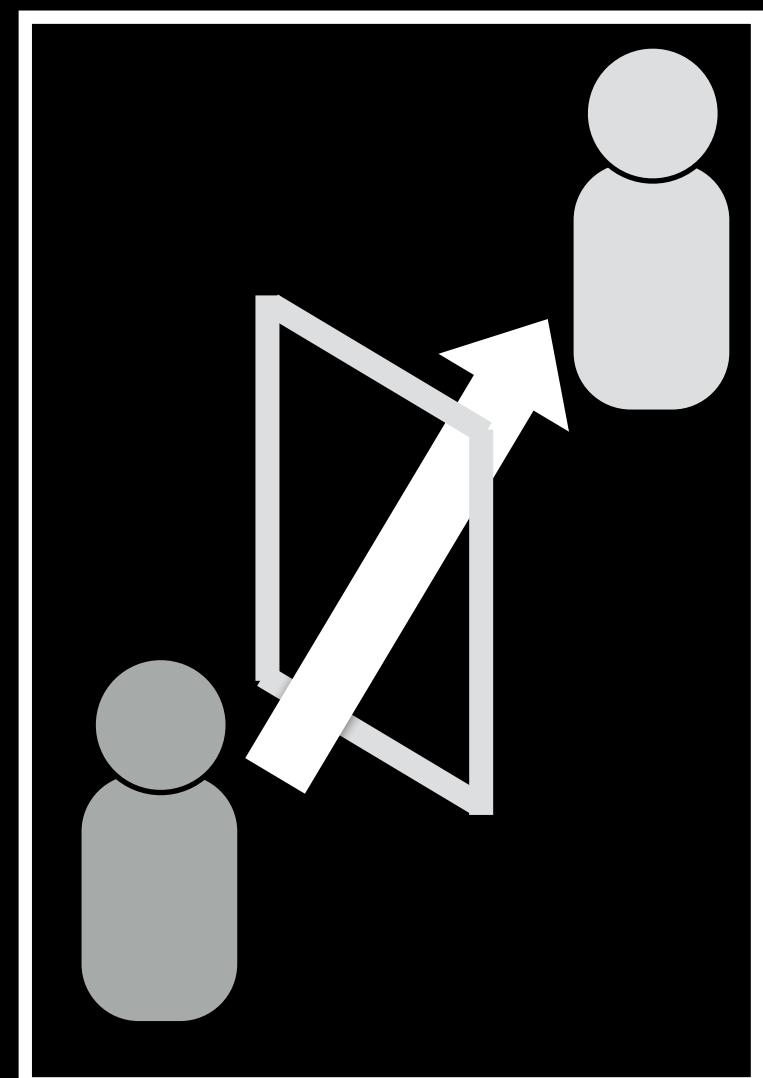
physiology

appropriate blood sugar levels

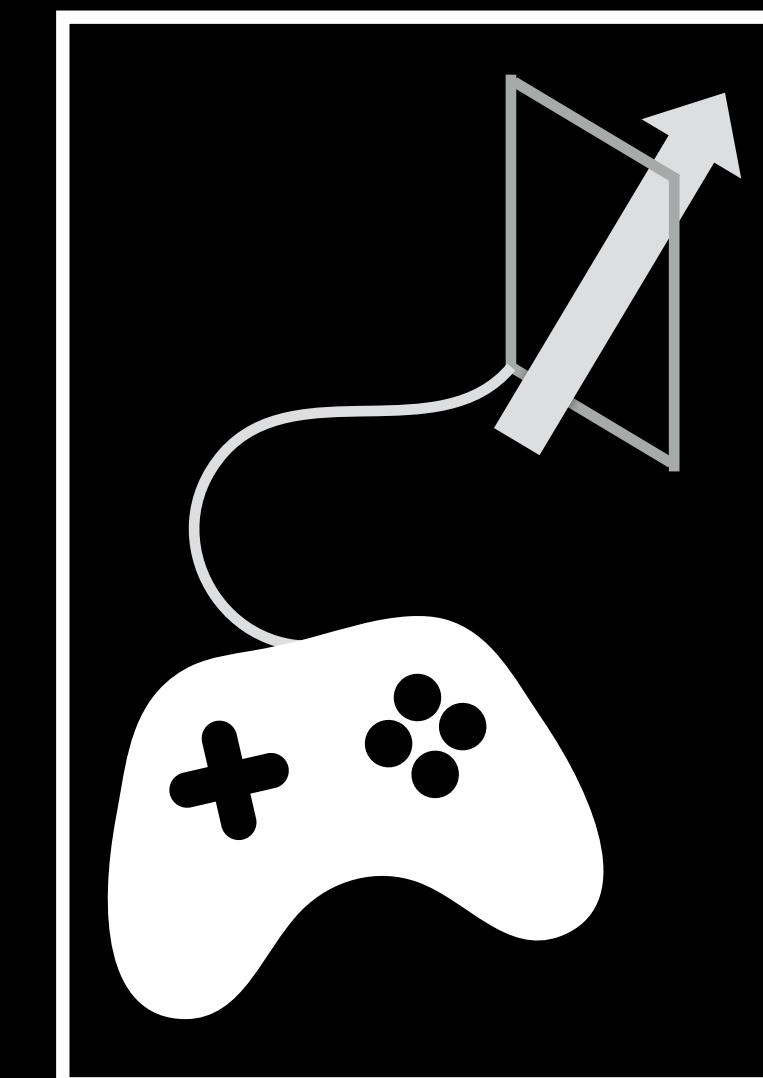
What
change
do I want to see
in the learner?

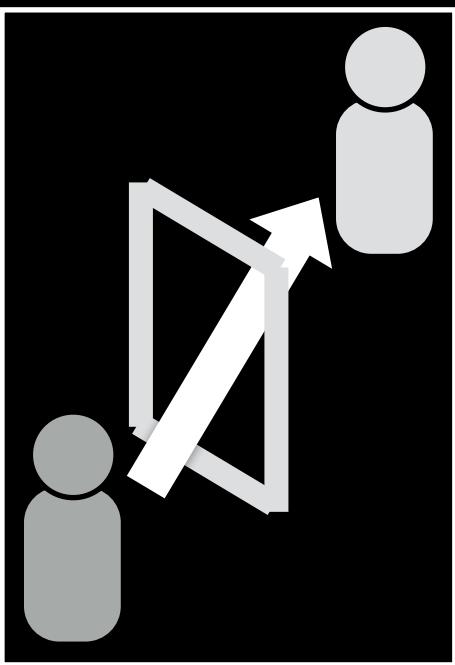


What
activities
lead to that
change?



How can
our thing
facilitate
those activities?





What
activities
lead to that
change?

Work with Information

Receive
Monitor
Consider
Question

Think

Imagine
Analyze
Interpret
Reflect
Build Mental Model

Practice

Exercise
Rehearse
Memorize
Familiarize

Solve Problems

Accept Challenge
Hypothesize
Experiment
Solve

Communicate

Discuss
Explain
Ask
Empathize
Build Relationship

Values

Compare Values
Test Values
Prioritize

Experience Things

Be Immersed
Be Surprised
Be Punished
Be Rewarded

Manage Environment

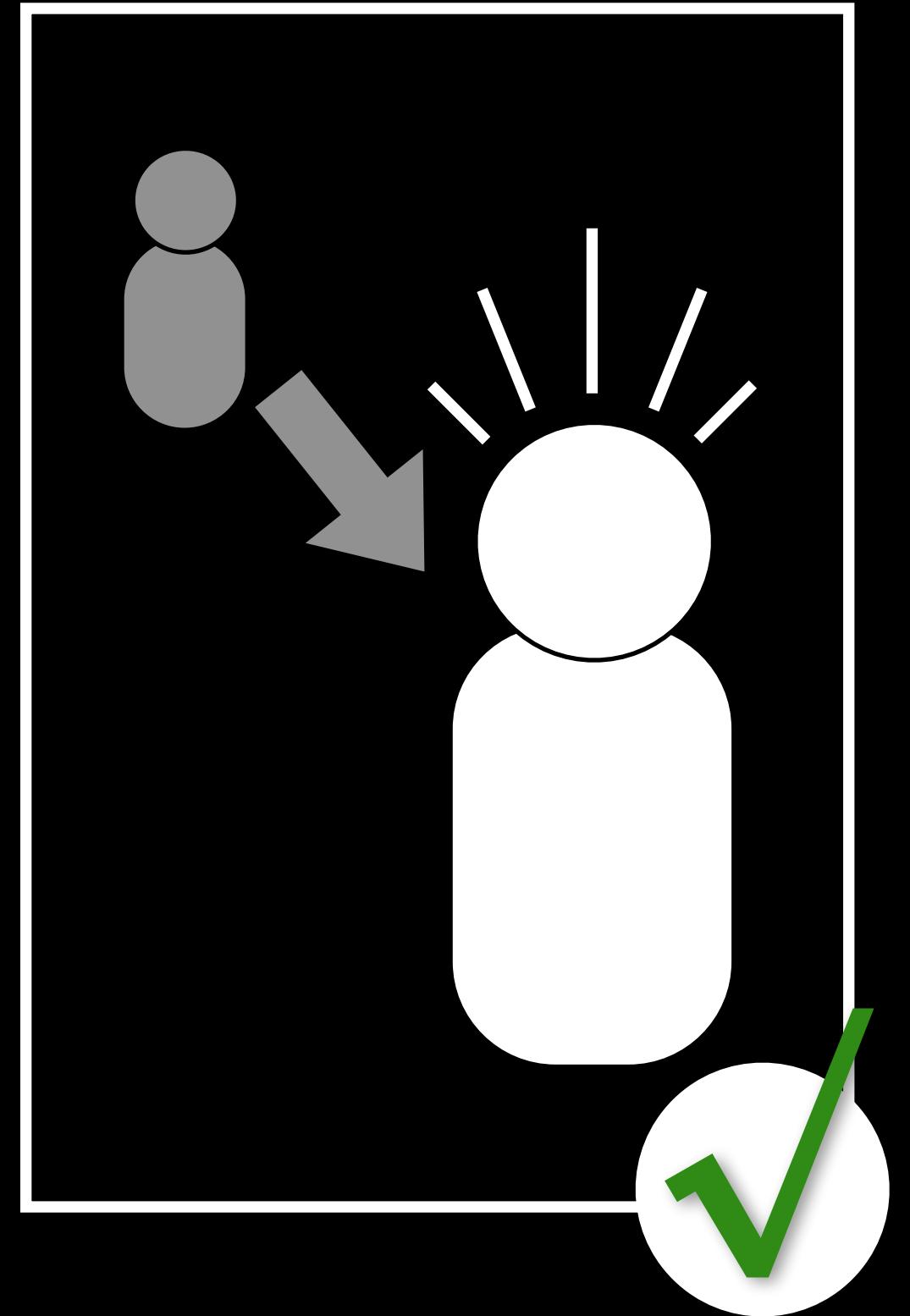
Examine Surroundings
Alter Surroundings
Relocate

Look to the Future

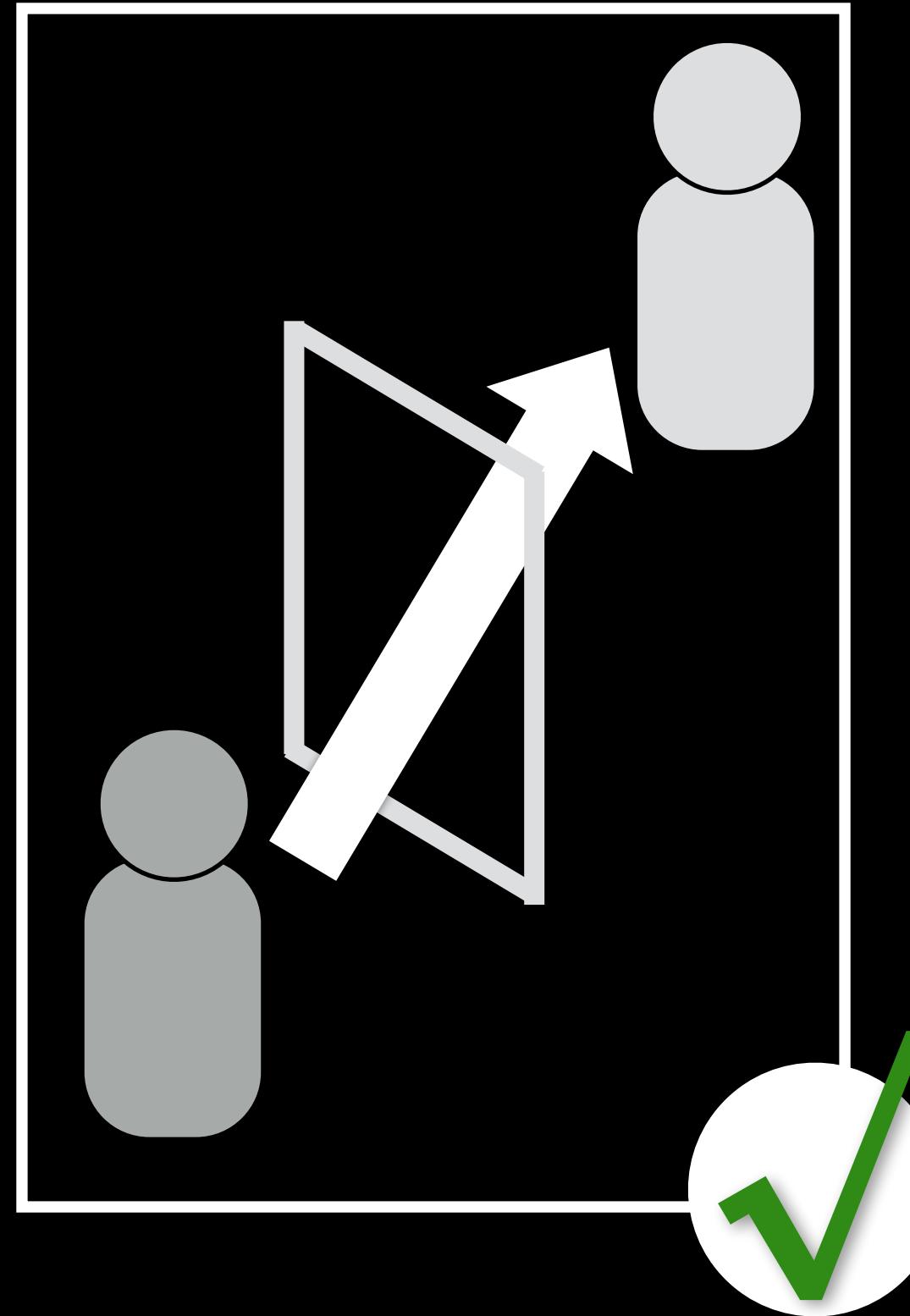
Predict
Plan
Set Goals

2

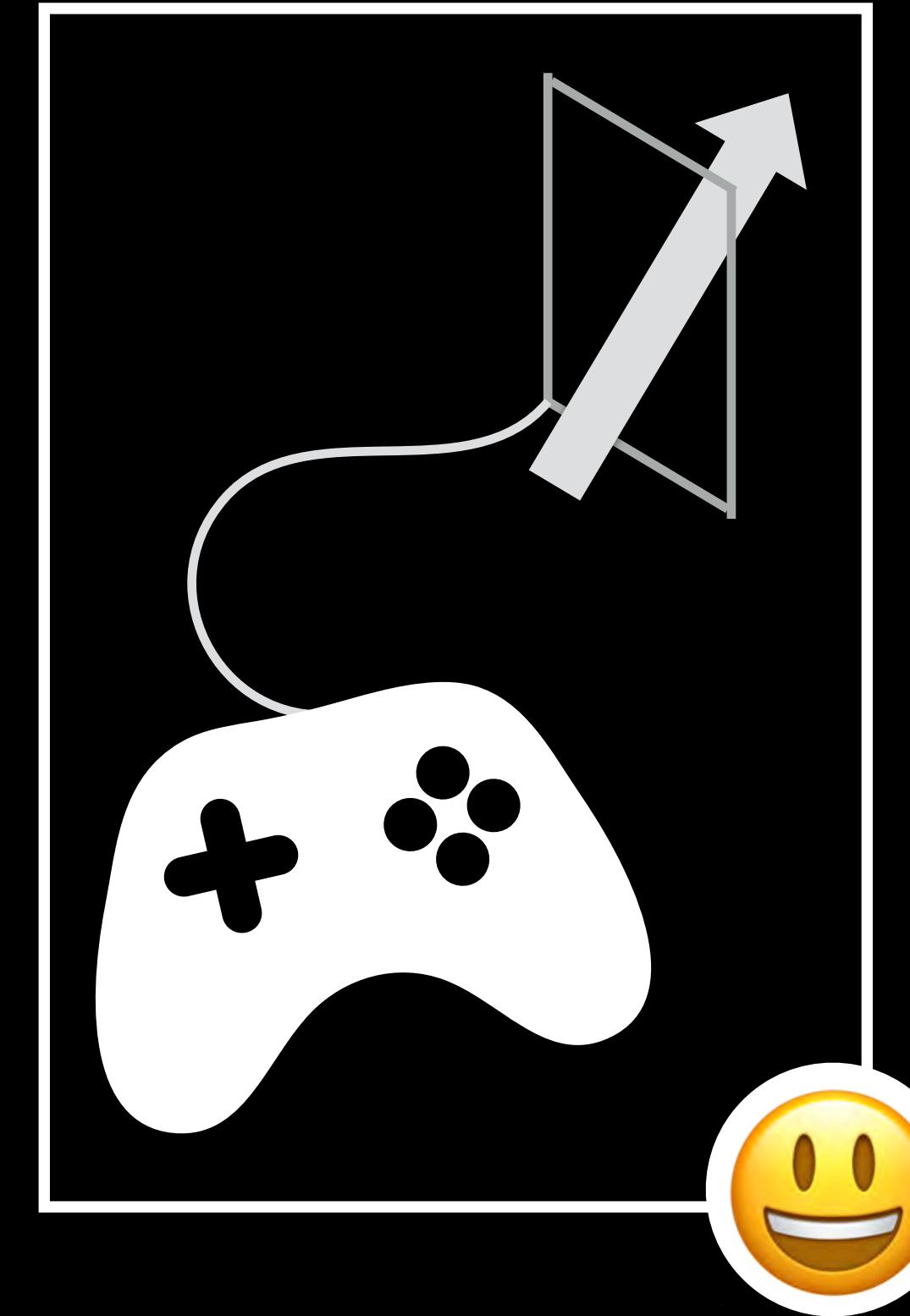
What
change
do I want to see
in the learner?



What
activities
lead to that
change?



How can
our thing
facilitate those
activities?



website

social media strategy

written guide

game

curriculum

workshop

things

animations

videos

app

interactive