

CS19929 Creating Computer Games for Learning

Design Warmup - Mythical Users

Complete this exercise in a group of 2-3 (doesn't need to be your final game design group).

The purpose of this exercise is to **define what kind of users you are trying to reach in your educational game**, under the following requirements:

1. You are required to define a user that is different from yourself in substantive ways - different age, different cultural background, different experiences.
2. The user needs to be less skilled than you at something that influences the design of your game.
3. You ****cannot**** choose someone who already has their undergraduate degree, is more tech savvy than you are, or owns more technological devices than you do.

For this course, unless you assume the person is between 3rd-9th grade (they can read but don't have advanced math/science skills), you need to work extra hard to illustrate what skills they lack that you'll need to design your game to help and motivate that person to learn. If you can't come up with that list of skills, you ****cannot**** have that person be targeting your user.

As you are designing your game, you will keep in mind not only what you would enjoy in your game, but also what this particular mythical person would enjoy in your game and what changes you need to make to simplify appropriate aspects of the game.

You will create three mythical users.

- If your group members have similar characteristics / backgrounds, then one mythical user can be a mish-mash of group member characteristics. Then the other two mythical users must be very different.
- If group members have **very** different backgrounds (is from an underrepresented minority background, grew up in an area with high poverty, etc.), then you may make two profiles that are “inspired” by your group members. The third profile must be nothing like anyone in your group.

Fill in any of the fields below that define your mythical user. Feel free to add fields at the end if other defining characteristics may influence the user's experience of your game.

Create these in a word processor of some sort and upload to Gradescope as a pdf.

Category: (inspired group member(s) or not inspired by group member(s))

Age:

Hobbies:

Personality:

Highest level of mathematical skills:

Highest level of reading skills:

Level of technical skills:

Technological devices owned:

Other relevant skills:

Cultural background:

Gender:

Explain what skills this user lacks that you have that you will need to accommodate when you design your game: