



# DINOPOLIS

## Games of Research Methods

Team 2  
06.01.2020

YID6001.YM LIFE course  
TLU 2020 / Supervisors: M.Sillaots, M. Fiadotau



# Goal

**Game** proto **about** the  
**Ethnography** research

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Game proto **about** the  
**Ethnography** research





# Why?

**Gamification** of the  
**research methods**  
makes sense

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# Why?

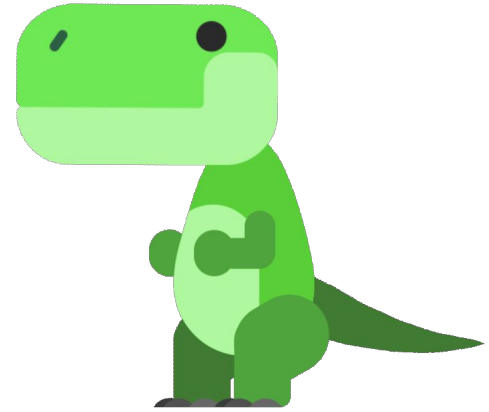
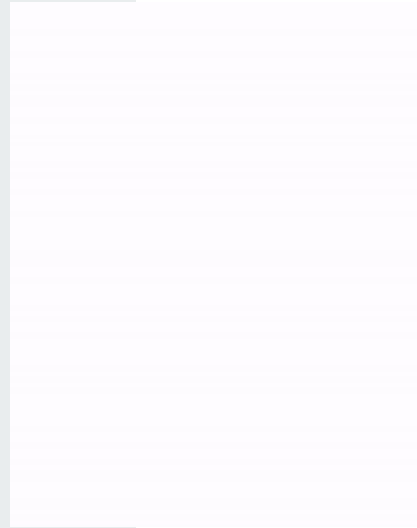
**Gamification of the research methods makes sense**



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## How to?

By **Gamifying** the **methods** on Ethnography





# Methods

Non-Participant Observation

Participant Observation

Interviewing

Representation

Data Collection

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# Methods

## Non-Participant Observation

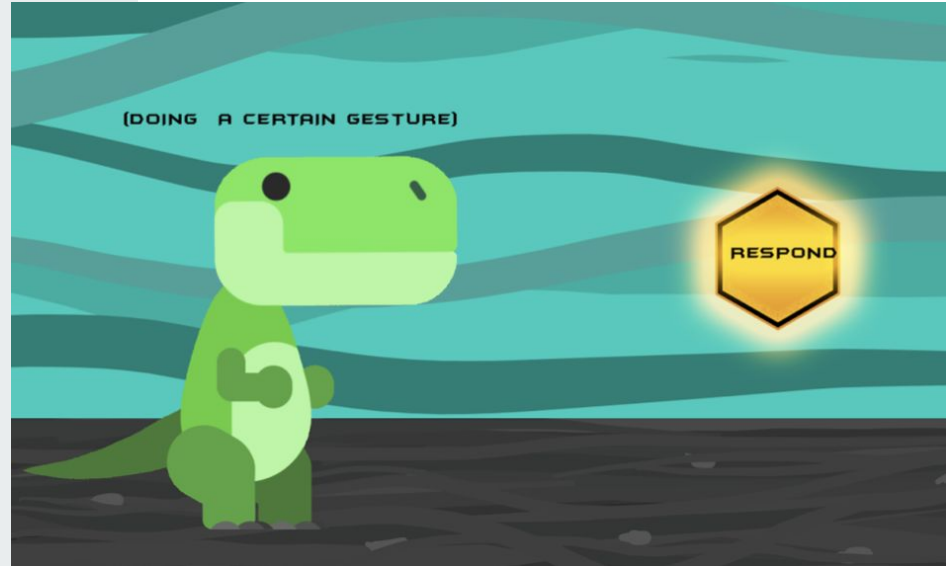




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# Methods

## Participant Observation



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# Methods

## Data Collecting

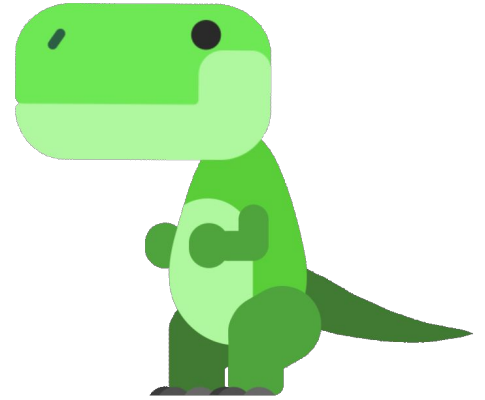




# Methods



Data Collecting



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# Methods

## Data Collecting

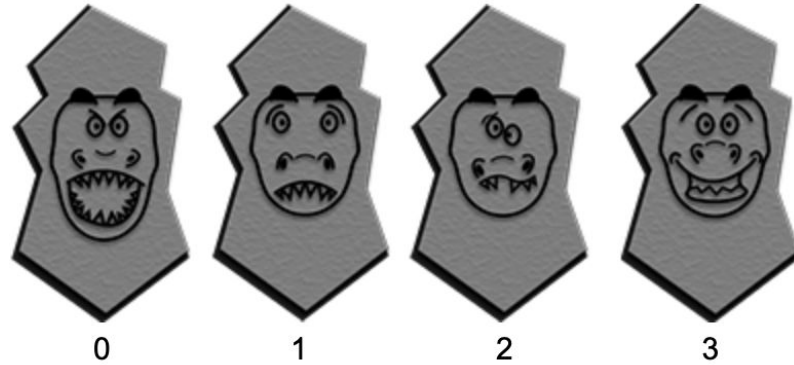


# Methods

Data  
interpretation



# Methods



As feedback cards show emotions to the player, there are four of them:

- Neutral (0)
- Wrong gesture (1)
- Wrong position of correct gesture (2)
- Correct gesture at correct position (3)

Data  
interpretation

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# Scenario

## 1. Unknown world

### INTRO

Player wakes up in the jungle.

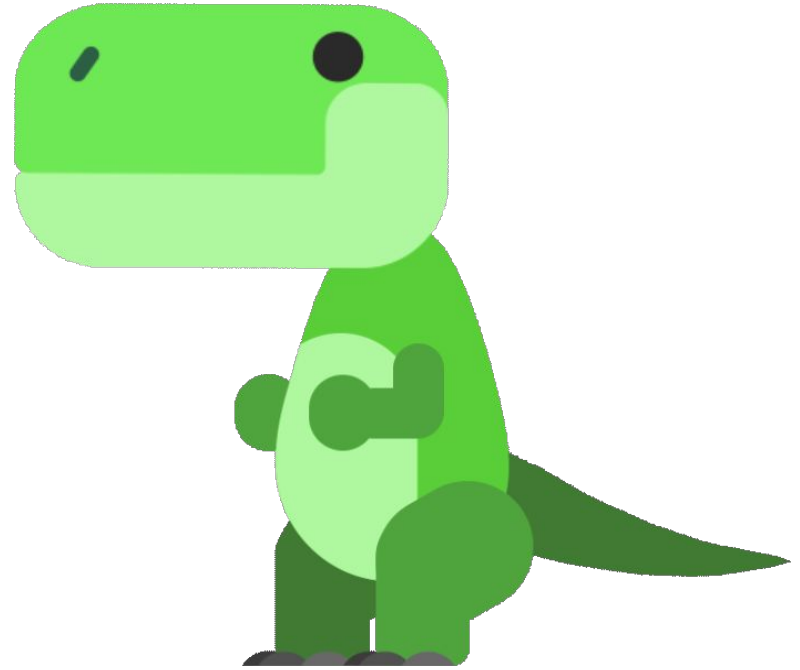
**View 0.1** - The jungle is displayed.





# Scenario

1. Unknown world
2. **Meet locals**





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## Scenario

1. New environment
2. Meet locals
3. **Ask for help**



# Scenario

1. New environment
2. Meet locals
3. Ask for help
4. **Get back home**

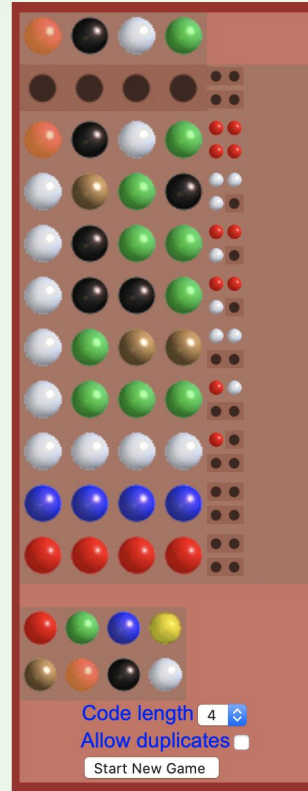


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# Game Design

## Mastermind

Play Mastermind Online



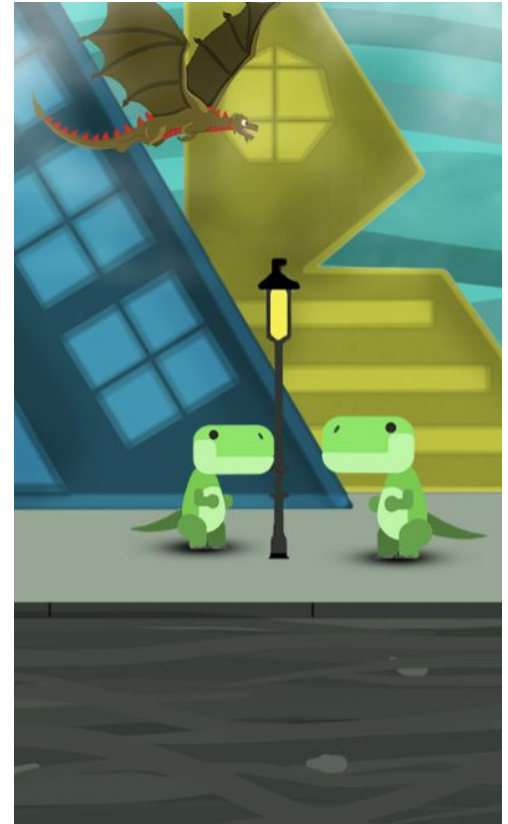
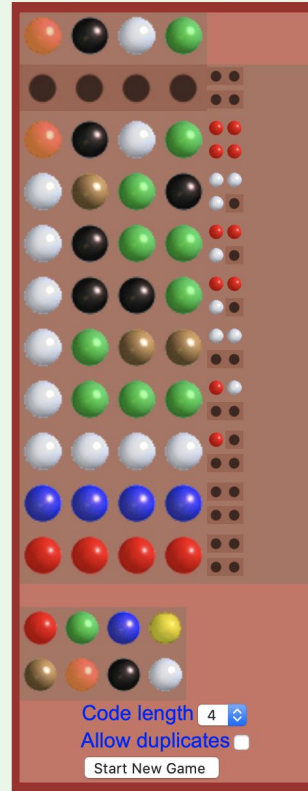
Game Design

Mastermind

+

META

Play Mastermind Online





# Team

**Art** - Rait Väiko



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**Design** - Robert Roos





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**Design** - Robert Roos

**Sound** - Gödze Keser

**DEV** - Sven Erik Rebane

**Research** - Uyi Oghogho







# Project Plan

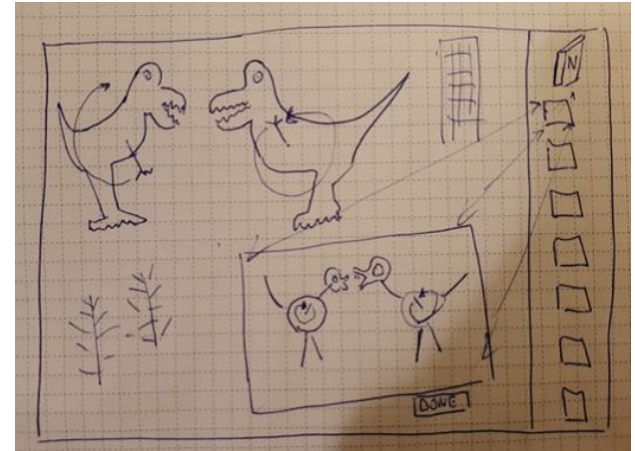
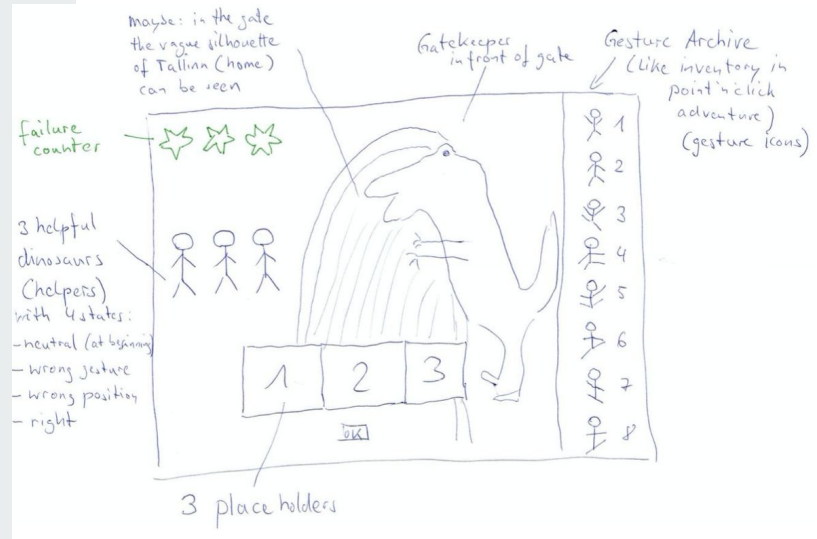
Task	Work H	Resources	Sept	Oct	Nov	Dets
<b>Project</b>	<b>1130</b>					
<b>1 Needs Analysis</b>	<b>100</b>		<b>1</b>			
1.1 Needs Analysis	100	All	1.1 A			
<b>2 Content Development</b>	<b>570</b>			<b>2</b>		
2.1 Gameplay and story	100	All	2.1 A			
2.2 Character descriptions	80	All		2.2 A		
2.3 Scene descriptions	100	All		2.3 A		
2.4 Game Design Documentation	100	GDesigner, PM		2.4 GD		
2.5 Sript writing	80	Writer		2.5 W		
2.6 Audio Files	110	SoundEd			2.6 S	
<b>3 Software Design</b>	<b>30</b>			<b>3</b>		
3.1 Software Specification	30	GD, PM, Programmer		3.1 PM		
<b>4 Software Development</b>	<b>250</b>			<b>4</b>		
4.1 Infrastructrure set up	10	Programmer		4.1 P		
4.2 Alpha Software	40	Programmer			4.2 P	
4.3 Storyboards	20	Writer			4.3 W	
4.4 Images & Illustrations	100	Art, GD			4.4 Ar	
4.5 Software & Platform Beta Version	50	Programmer				4.5 P
4.6 Software & Platform Release Version	20	Programmer				4.6 P
4.7 Testing	10	All			4.7 A	
<b>5 Study/analysis</b>	<b>110</b>			<b>5</b>		
5.1 Data Collection and Analysis Plan	20	Researcher, PM		5.1 R		
5.2 Data Collection Instruments	40	Researcher, PM		5.2 R		
5.3 Data Collection	20	Researcher, PM				5.3 R
5.4 Analysis Report	30	All				5.4 R



# Plan in Action

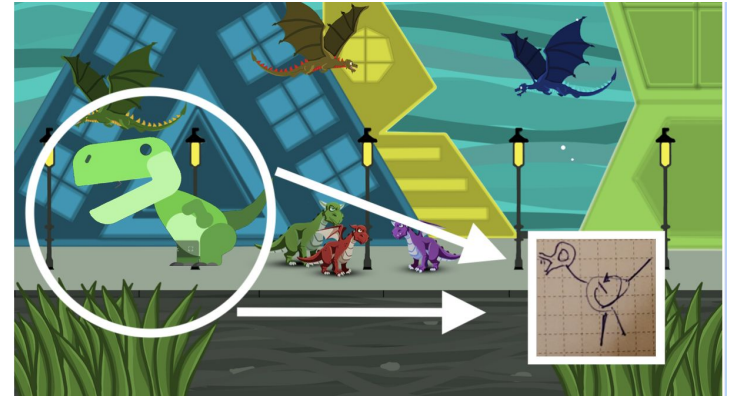
# Plan in Action

## 1. Game Design



# Plan in Action

1. Game Design
2. Implementation







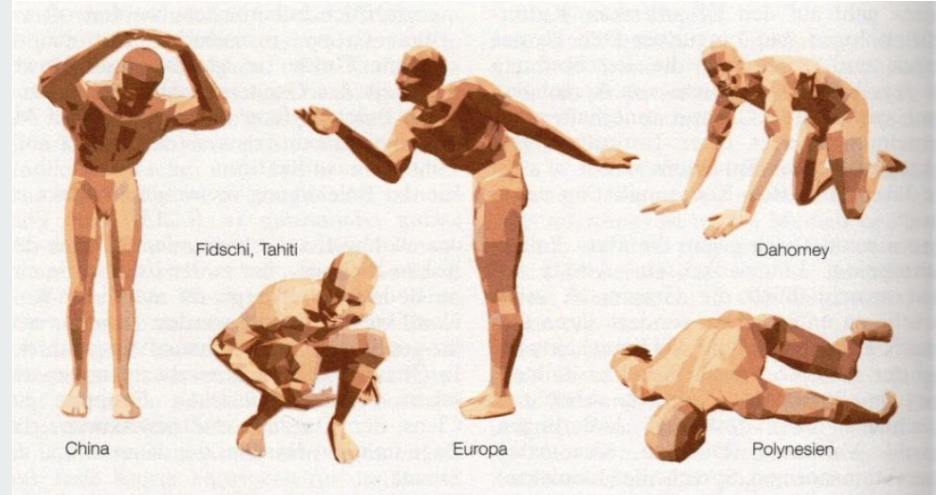
## Results

1. Proto: [link](#)
2. Game Design Doc
3. Experience

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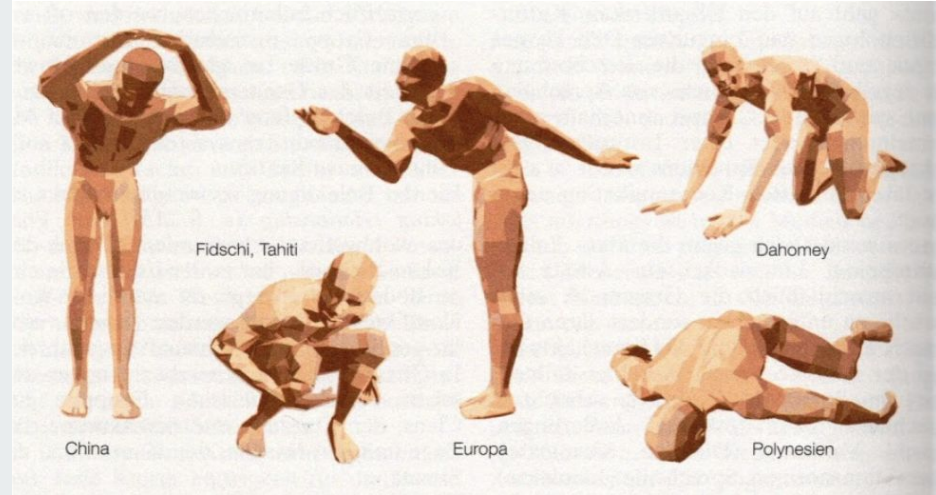
# Potential of the Game

## 1. Gesture improvements



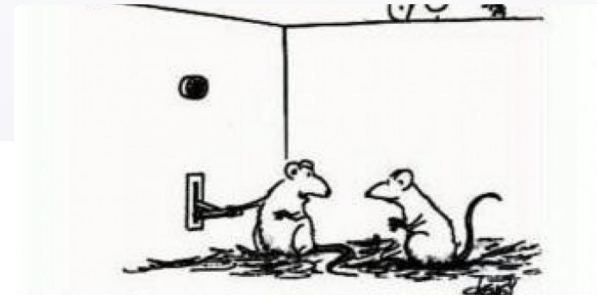
# Potential of the Game

1. Gesture improvements
2. **Mini games**



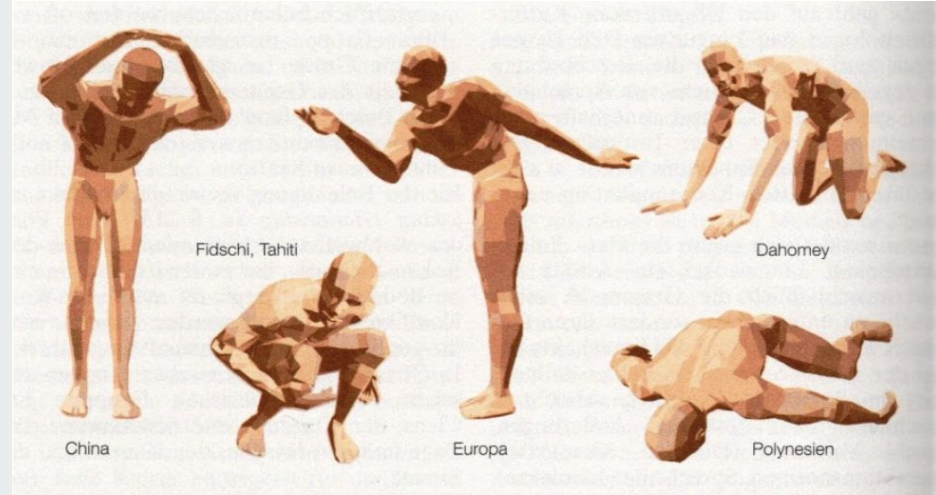
## Games of Research Methods 2

Generate ideas, design and develop mini-games that teach specific research method or methodology.



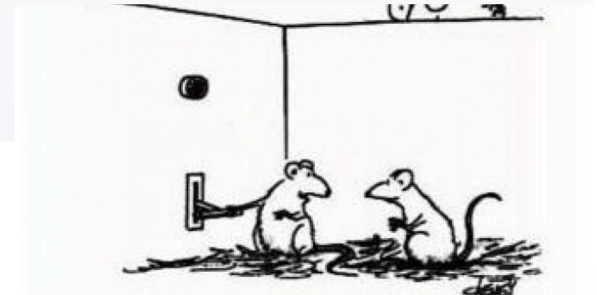
# Potential of the Game

1. Gesture improvements
2. Mini games
3. **Explanation of scientific means**



## Games of Research Methods 2

Generate ideas, design and develop mini-games that teach specific research method or methodology.



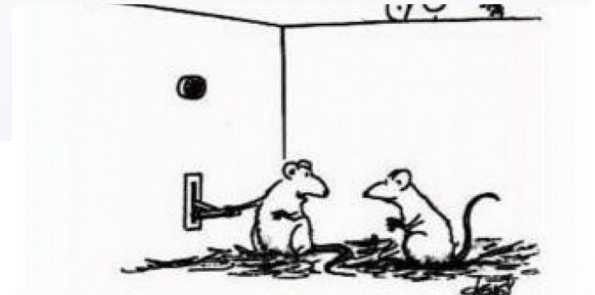
# Potential of the Game

1. Gesture improvements
2. Mini games
3. Explanation of scientific means
4. **Media coverage**



## Games of Research Methods 2

Generate ideas, design and develop mini-games that teach specific research method or methodology.



  
**Thank you!**

