# Design Progress from the Serious Games Team

During the workshop in Marin, the Serious Games team presented our design concept of a collection of minigames, with several individual minigames demonstrated as prototypes or as storyboards. We gather feedback from the participants during an activity and a discussion, and several highlights are presented below.

Overall Feedback:
- Direct players to reliable information → ie. sign up for alerts
- Consider who is playing and what they need / can do (ex. add child persona)
- Give clear context and background info to setup each minigame (specific & precise)
- Immediate feedback on in-game actions helps to inform and raise awareness

Info Overload Feedback: Incorporate immediate contextual information (ie. stop lights are out, traffic is moving, adapted road behavior, external factors like seeing the fire). *Post-Game Actions*: Sign up for alerts; Set communication expectations w/ family
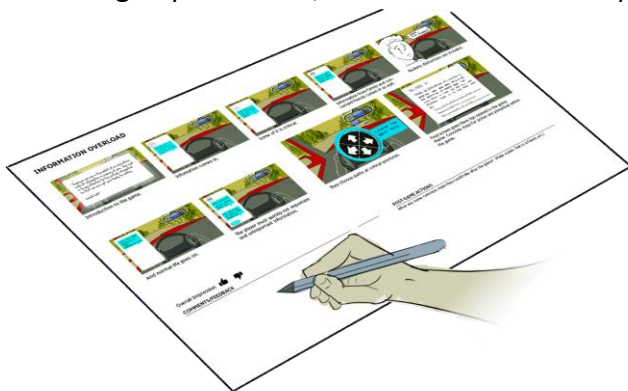
Alert the City Feedback: Logic too simple, consider other decision-makers, not applicable to residents, should replace with a game that builds trust in authorities

Happy Home Feedback: Need reasoning/dialog box with feedback after each item is removed or added; need guidance on how to make the house happier. *Post-Game Actions*: Have supply setup nearby; Hardening best practices
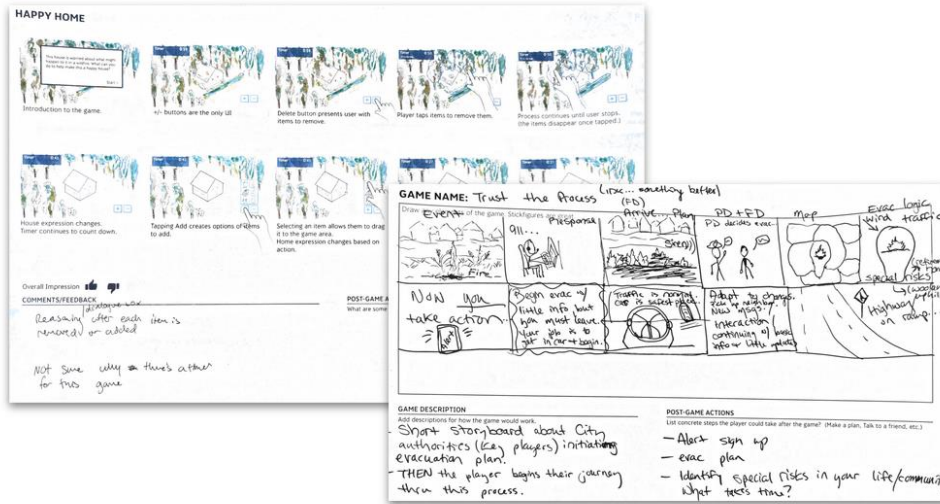
Early Warning Quiz Game Feedback: Need to add a child persona so they can play too; show who is giving the information / where it is coming from; give the player the option to educate the other person. *Post-Game Actions*: Plan for where to go / how long do they stay / where to get more info; Bookmark important websites; Subscribe to emergency text service; Determine contacts

Find Your Things Feedback: Add flashlight; show idea that you might be gone multiple days; give context (ie. red flag day in Marin); make list of last-minute additions; explain when and why you need a go-bag; consider other household members and pets

Save Your Neighbor Feedback: Gives impression people need to play an active role in evacuating others; should be local scale; text works better than phone calls if networks are jammed; consider single family homes vs multi-unit dwellings. *Post-Game Actions*: Create a list of contacts who cannot evacuate without help, ie. close vulnerable neighbors; Sign up for alerts / follow instructions from trusted sources