Design Iteration and Community Engagement

The Serious Games (WP 4) team continued to participate in stakeholder workshops to solicit feedback and discussions around the design of the serious games minigame collection. The following points have been identified through conversations with the community:

- Immediate feedback within the game is important to ensure the user gets accurate information from the experience
- Some of the games may give the player unrealistic expectations about their own abilities and autonomy in the situation presented, which is something we will work to address in iterations on the design

Game Design Progress

Five of the minigames have been developed to a playable state:

- Info Overload: a 2-player driving game focused on the evacuation process in a vehicle
- Find Your Things: a hidden-object game to locate items to pack in your go-bag
- Smoke Detective: a point-and-click adventure
- Early Warning: an interactive story following one character's decisions before evacuation
- Happy House: a top-down yard management game about creating a defensible space

The games are all playable here: https://be-wildfiregames.sites.ucsc.edu/

Publications and Presentations

The Serious Games team recently had a paper accepted for publication at the CHI conference on Human Factors in Computing Systems and will be presenting it at the conference in May. The focus of this paper is the Participatory Design process based on engagement with the communities in Alameda and Marin counties. The minigames work was also recently presented at the UCSC Grad Slam 3-Minute-Thesis competition as a finalist.

Links to these presentations and publications are not yet available but will be included in the next newsletter!