

Accha - A Board Game

Design Jamming
Remember the future - about growing old



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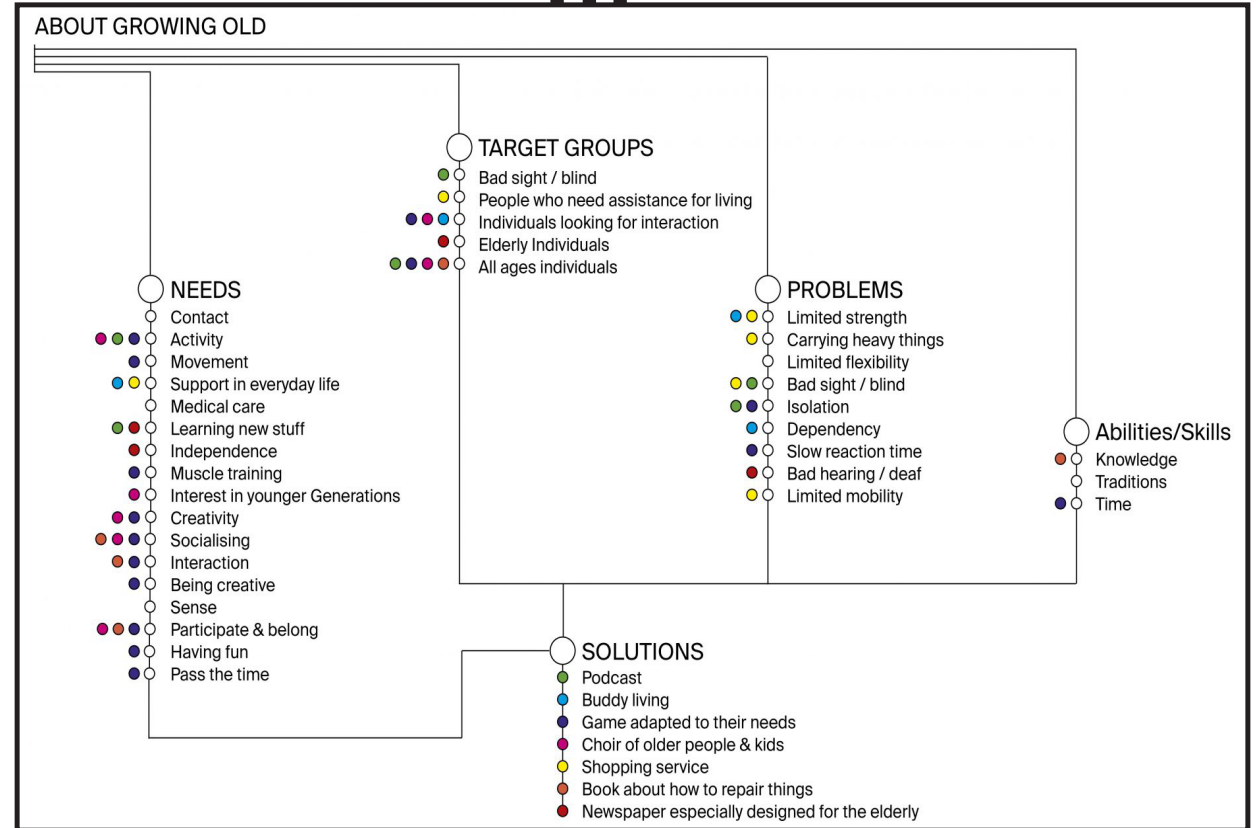
Choosing a topic

Our goal for the project of the module Desing Jamming was to design a solution that is sustainable and generates value for the elderly by finding out in which way and what aspects of their lives can possibly be improved.

During the first couple weeks we got input from different lectures, did research and brainstormed. From that we made this mind map about what some possible solutions could be that we could design for the elderly.

By discussing the ideas in the team and also with our lecturers, we decided to make a board game. We chose to go with the idea of the board game because it is a lot of fun and connects different people and generations. Furthermore, while conducting our research we did not find any games that were designed especially for elderly and kept possible hurdles for them such as e.g. sight and mobility problems in mind.

Once we had chosen to go with the idea of the game we started to look at different board games and came across a game called "Cranium". We really liked the idea of the game that it consists of different activities and that it is played in groups. This is why we have decided to use it as a base for our own game.



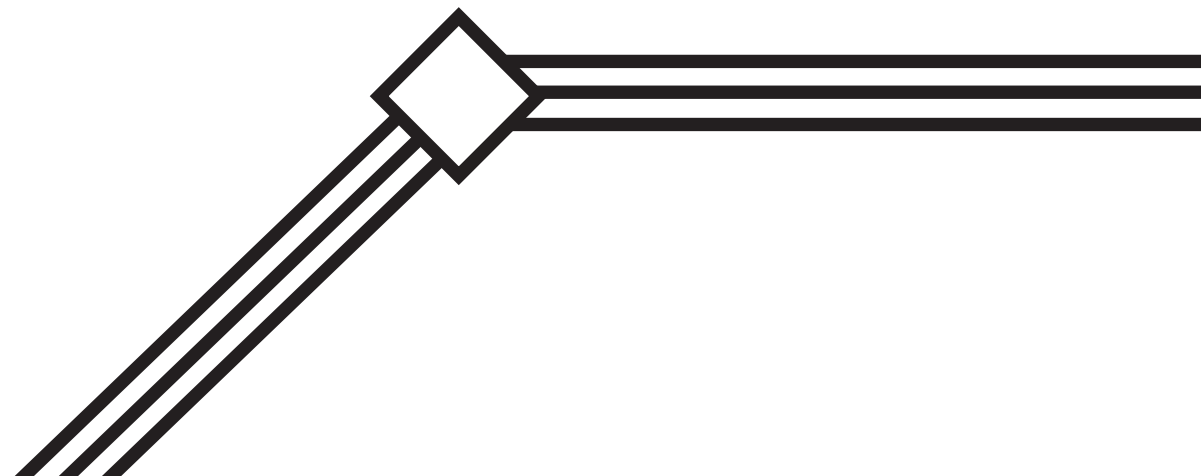
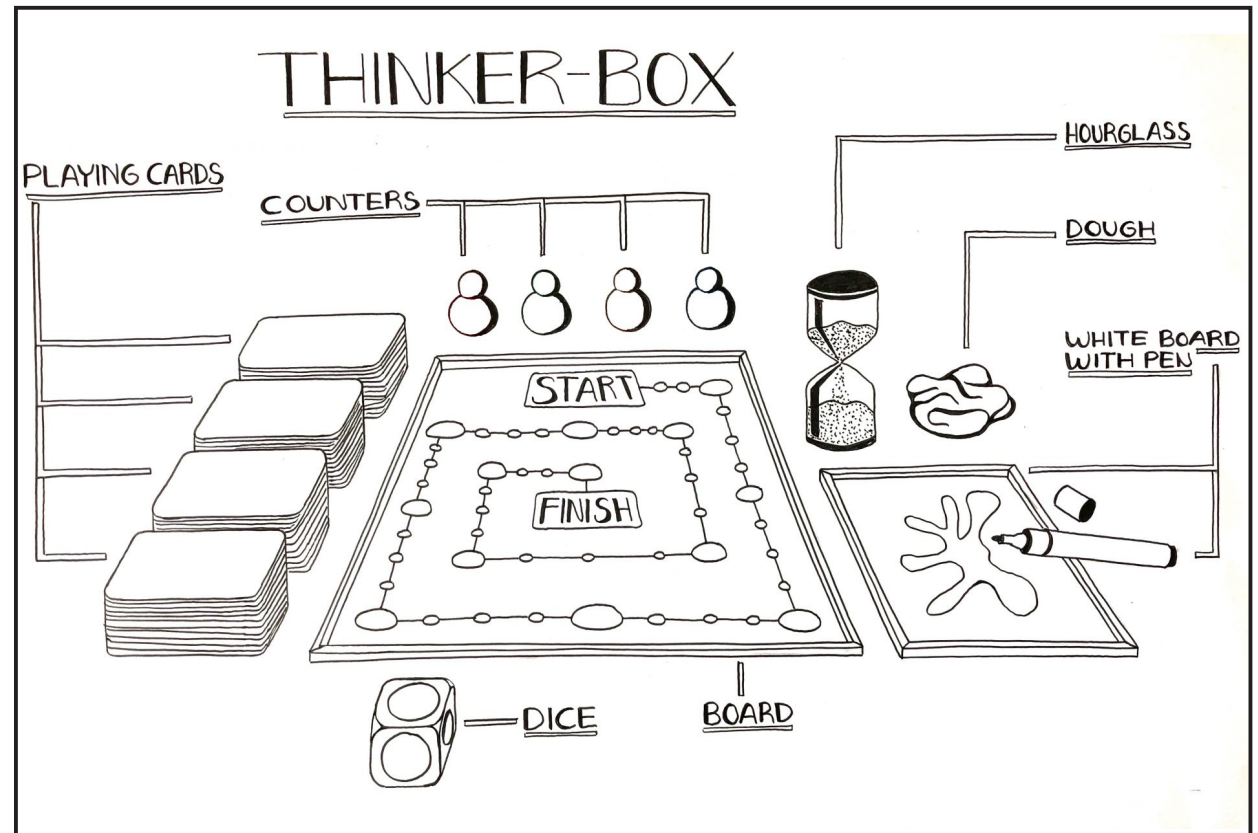
Research & Analysis

We continued to research what kinds of games are beneficial for elderly and we also looked deeper into the problems concerning sight that come with age. We came up with the first sketch of what our game should entail:

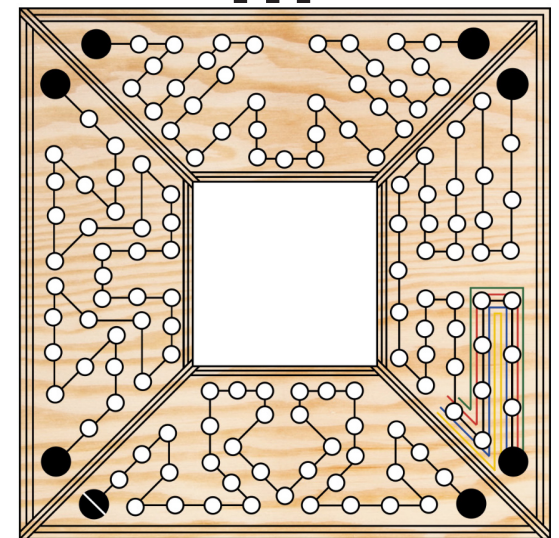
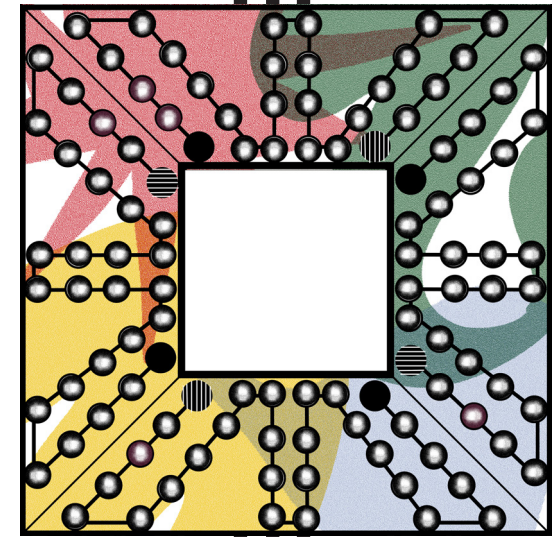
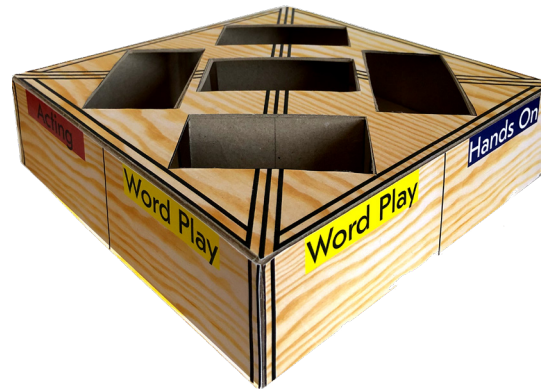
From our research we learned that following activities are good to stimulate the brain and help prevent dementia:


- spelling backwards, crosswords and riddles
→ categories quiz and wordplay
- molding can help with stiff hands and helps with cognitive function just as drawing does
→ hands on category
- acting helps to improve cognitive health
→ category acting


We had also analysed the cranium game and noticed that the board was difficult to understand and the design of the game was generally very childlike and not very attractive. It was clear to us that we want to make it more simplistic, easily understandable and sophisticated so that it is attractive for adults to play.





Furthermore, we also did some research about how sight and hands change over time. This led us to the site leserlich.ch that helped us with choosing a font and font size that is well readably for elderly. Furthermore because we saw how the sight can be impaired with age it was especially important to use both symbols and colors to distinguish the different categories. We had learned that color vision can decrease with age and also cataracts can make the lens turn yellow or brownish which leads to a change of how colors are perceived because the blue and violet light are being blocked. So if we distinguish the different categories not only by color but also by different symbols we enable the game to more people.




	<p>Acting</p> <p>Task Act a cherry tree</p>
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	<p>Wordplay</p> <p>Task Spell the ABC backwards</p>
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	<p>Quiz</p> <p>Question Where would you find the Sea of Tranquility?</p> <p>Answer The moon</p>
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	<p>Hands on</p> <p>Task Draw an elephant</p>
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We also drafted our first version of the board. We split it up into 4 parts that each have a beginning and an end. We did this so that the players do not have to move around the whole board but can stay within their own quarter. This means it will be easier to use for people who are not as mobile anymore. For the cards we created a cardholder-box, that should make it comfortable to take out the cards. It is placed in the middle of the game.

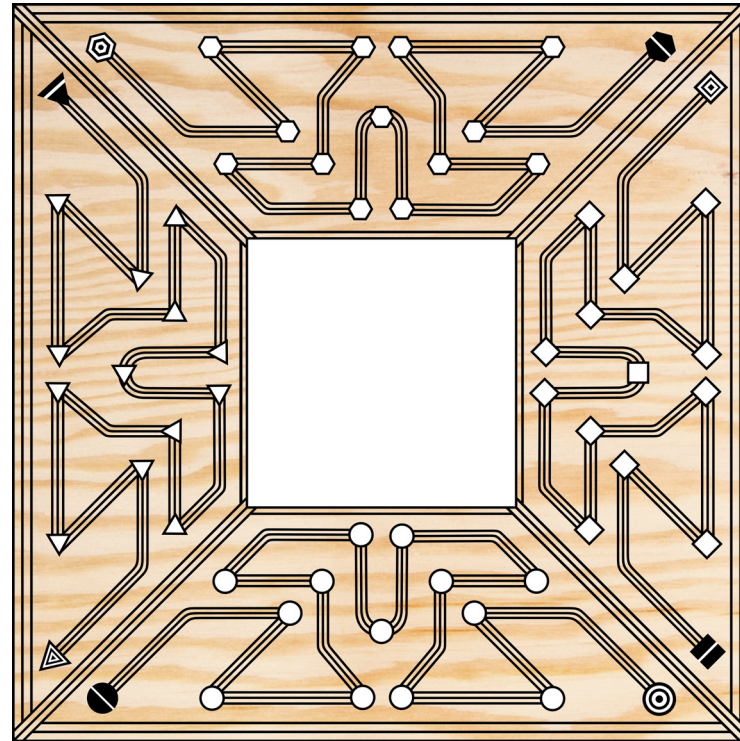
Feedback & Iteration

We tested our cards and board with Sophie's grandparents. They were very happy with the cards but did not understand the board game without explanations. At first they also thought that the different sections do not all have the same amount of fields. Furthermore they liked the simple design of the board better than the colored one.











Accha - The Final Version


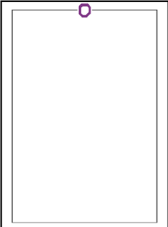

From their feedback and the constant feedback from the lecturers & Anna Haas we adapted the board to this:

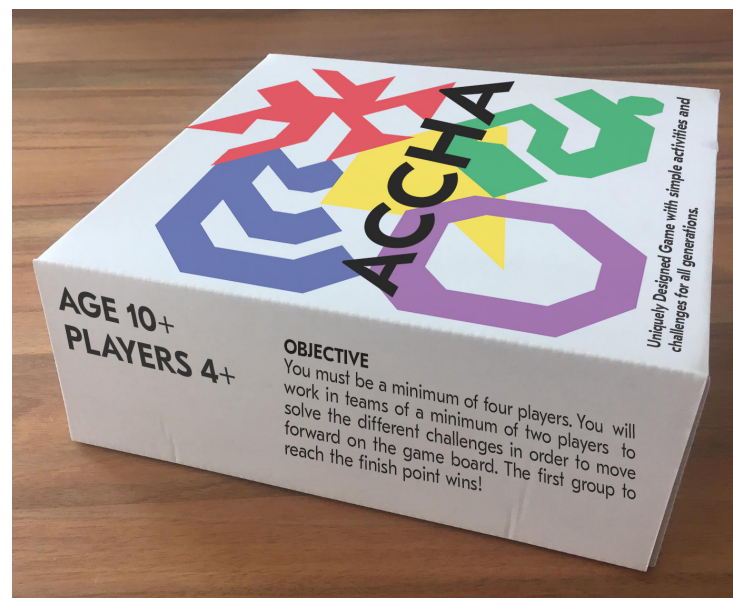


Anna also encouraged us to think about our card design again because the symbols and the design does not match our board anymore. That is why the symbols are now also more geometrical, and we've only used 90° and 45° degree angles just as in the board. For the side with the content we have integrated the line as we also have lines on the board. We furthermore have also chosen to use the symbol again instead of having a colored background.

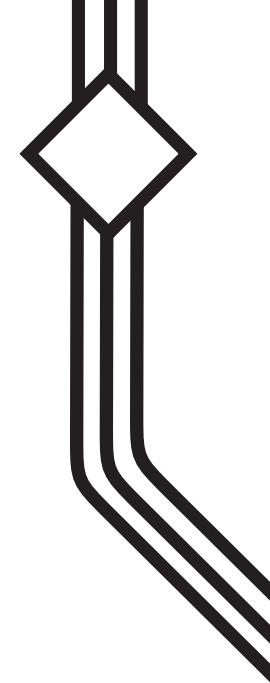
	<p> Acting</p> <p>Task</p> <p>Act like a teacher</p>		<p> Wordplay</p> <p>Task</p> <p>Spell the ABC backwards</p>
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	<p> Quiz</p> <p>Question</p> <p>What's the world's longest river?</p> <p>Answer</p> <p>The Nile</p>		<p> Hands on</p> <p>Task</p> <p>Mold a fish</p>
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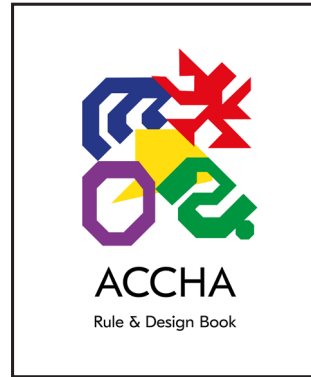
The name Accha is made up from the two words: activity & challenge which explains the basic idea of our game. In order to make it more clear to the potential players what it is about we have added our slogan onto the box: „An uniquely designed game with simple activities and challenges for all generations.“



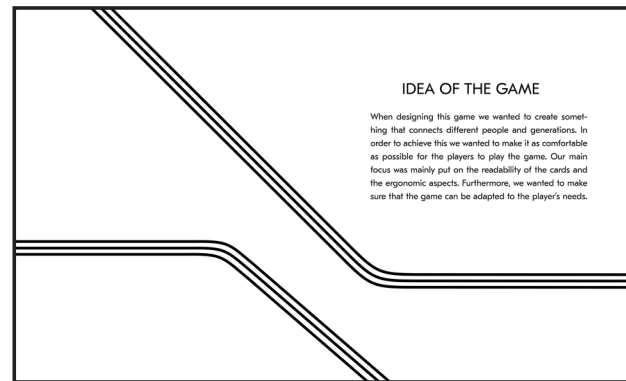
Instructions

As every other game, Accha also comes with an instruction booklet. In addition to that we have added the design decisions in the end of the instructions because since we have put some much thought into the design we want to share why we did certain things in certain ways.

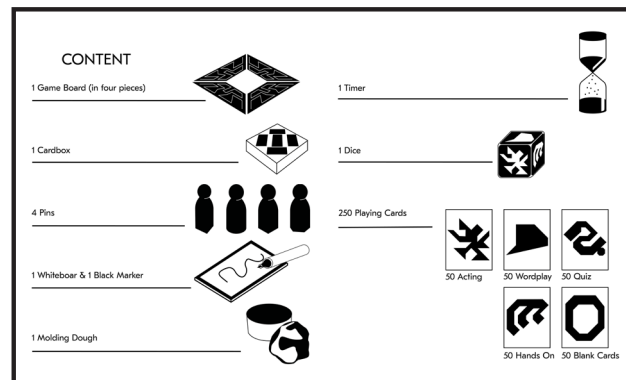
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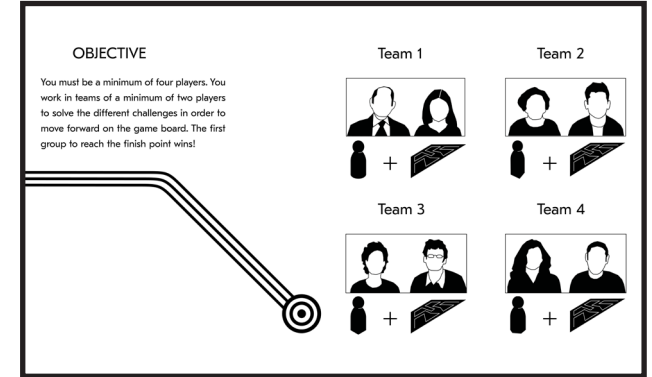
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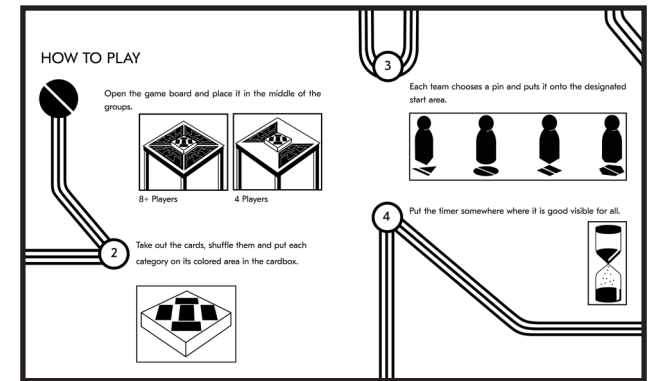
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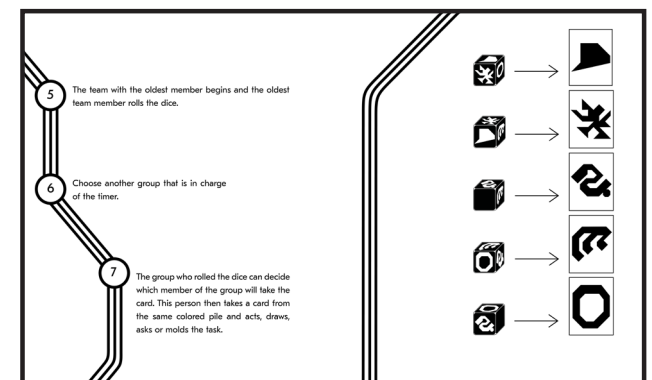
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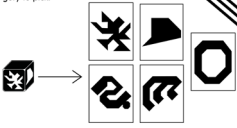


PAGE 8 & 9



8

The black side of the dice is a joker. If you roll this side you can chose a category to pick.




9

10


Acting Cards
Pantomime the word, you are not allowed to talk!

11

Hands On Cards
Molding: Use the molding dough, you are not allowed to speak or give hints.




Drawing: Use the whiteboard and black pen to draw, you are not allowed to speak or give hints.



If you don't use the blank cards, the symbol of this category counts aswell as a joker.


12

Quiz Cards
Read the question on the card and do not give any other hints.



13

Wordplay Cards
Read only what is on the card and do not give any other hints.
The rest of your group decides to figure out the word or solve the quiz. Only the group guesses.



14

If you manage to solve the challenge within 1 minute you can move to the next field. If you manage to solve it under and up to 30 seconds you can move an extra field forward.

14

If you can not solve the challenge within the time of 1 minute you stay where you are. And the next group rolls the dice.
The first group who reaches the end field wins!

DESIGN DECISIONS
& CONSIDERATIONS

BOARD
The idea behind our game board is that the teams don't move around the whole board but they move within their own quarter. This means that there is less flexibility needed as the players don't have to reach across the board and this enables people who struggle with bending or reaching out to a more comfortable game experience.

CARDS
For the cards we chose the "GT Estll" font as it is easily readable. We also choose to distinguish the different categories not only by color but also by symbols. This enables colorblind individuals to see the differences easily. The symbols are an abstract representation of the different activities.


CARDHOLDER
We have also made a cardholders for each category so that it is more comfortable to pick a card. The blank cards can be used to add a different category: e.g. smell or humm so that the game can be adapted to the needs and wants of the players. There are also empty cards for the different categories so that words can be added there as well.

MOLDING DOUGH
For the playdough the idea behind it is that the players get the chance to use their hand to create the image they have in their mind after reading what's being asked for in the card. We want to give our players the opportunity to be creative and to put that creativity into action by visually showcasing their ideas.

WHITE BOARD & PEN
As for the Whiteboard and Pen - the idea behind the whiteboard is similar to the playdough, where the players use their creativity to visualize the word that they read on the card and make it understandable to their teammates. Also, because the players have a limited amount of time to make the drawing, the amount of thought put into the understandability of the drawing has to be higher, which leads to a great brain exercise for the player. And for the pen, our goal from the start was to create an ergonomically appropriate pen, that would be easily holdable by people of all ages and also by those with some difficulties in handling smaller objects. That is why our black marker pen is on the bigger and thicker side, we want to ensure the fun and comfort of our players.

TIMER
When it comes to the timer we wanted to ensure that we gave enough time for the players to complete their task, however, not so much time that the game would be too easy - we still want for the game to give out a thrilling experience for the players. We chose the time to be 1 minute. As for the look of it and how it would function, after a lot of consideration we decided to use a simple minute timer - similar to the design and function of an egg timer. Since it is a very straight forward design and most people are already familiar on how to use this sort of timer.

ONLINE INSTRUCTIONS AND WEBSITE



Communication / Website / Community

It is important to us that we don't stigmatize with our game. That is also why we don't want to market it as game for the elderly but as a game that can connect different generations.

We want to promote our game as a family game.

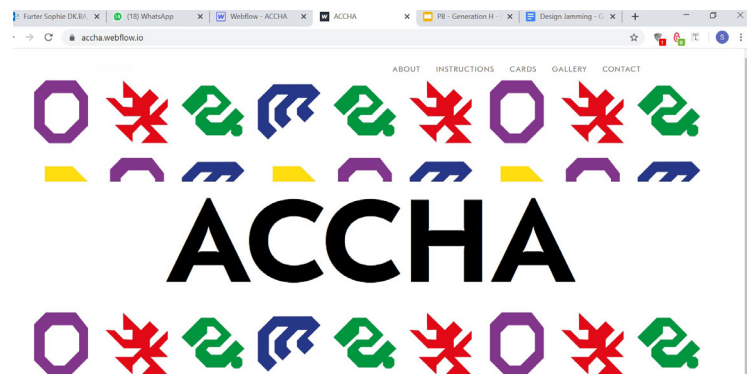
The channels we thought of using for our game are:

The box with the slogan

the slogan already communicates that our game is about connection and interaction between the different generations.

our own website

where the players can also find the video instructions, extra cards to print out and where they can share their ideas and designs for the cards. Through that we can build a community that inspires each other.



social media

to make the younger generations aware of our game



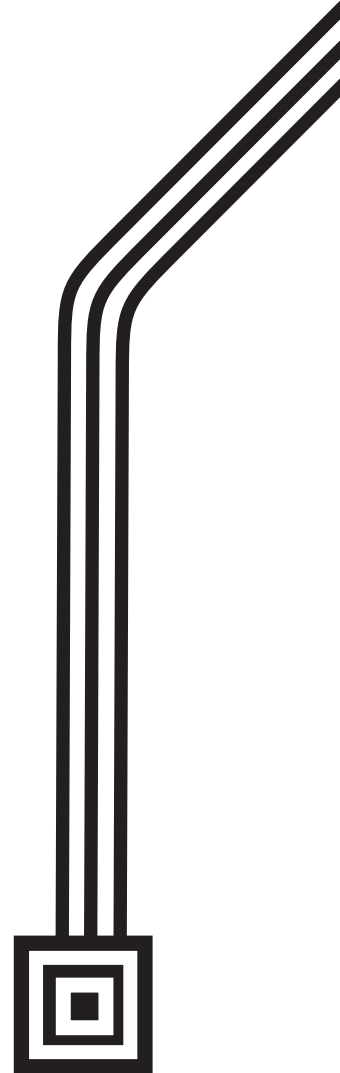
Print media

to make older generations aware of our game

Attending fairs

we also thought about attending fairs where we can promote our game. E.g. game fairs, and fairs that sell products for the elderly.

Word-Of-Mouth



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