GBDA 302 – Global Digital Project

Game Prototype and Video Storyboards
Life Balance

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Table of Contents

Video Storyboard

Purpose of Video

The goal of this educational video is to present unbiased and crucial information to young children regarding video games. This video will be a fun and creative way of displaying information that is visually appealing to children and adults. Along with this video, the webpage that it will be embedded on will also provide supplementary information for parents to review and pass along to their children. Simple infographics will be animated to present key points of information drawn from our research that complements the voice over that will be recorded. The core message that is conveyed will inform viewers that having a well-balanced life will significantly improve your physical health, mental health, and overall happiness. Acting as a whole, this multimedia webpage will provide a way for parents to connect with their children and have a conversation about significant issues related to video game addiction without being seen as the "bad guy".

Visual Style/Aesthetics

To be able to capture the viewer's attention, visually rich graphics will be used to display key phrases from the information that will be presented. The following is an example of what type of aesthetic that is being aimed for:

https://www.youtube.com/watch?v=hOfRN0KihOU&list=PLFs4vir_WsTw2QgPkGUpg8TOXa5Z-xkXb&feature=iv&src_vid=4_aOIA-vyBo&annotation_id=annotation_1946593135#t=10s

A voiceover narration will be used to present the information through audio and will be enhanced through visualizations of simple animations or infographics related to the topic. Similar to existing MediaSmarts videos, the direct informative video style will be adopted rather than a video narrative. To keep the content short and concise the video will not be longer than two minutes in length.

Graphic styles and chosen color palettes can be seen in the storyboard sketches.

Storyline & Narration Script

With the increase in digital media consumption and significant decrease in traditional print media, over 60% of children between the ages of 8-11 own their own mobile devices (Troianovski et al., 2012). Using quality graphics and visual animations, will ideally capture the viewer's attention and the main message will be delivered effectively. A narration will be recorded and presented alongside animated infographics to create a lasting impression. After presenting all the points, the conclusion of the video will end on a positive note and persuade viewers to maintain a healthy lifestyle and propose a call to action.

Narration:

Life Balance is a key life skill that increases happiness, productivity and success. Making sure we spend time with our friends, our families, take care of our responsibilities and leaving time for hobbies and activities means that all areas of our lives can be enjoyed to the fullest.

Increasingly, life balance has been a skill that is being applied to building healthy gaming habits. Video games are a really fun way to spend free time, and have many potential benefits like improved decision-making, perception, multi-tasking and creativity (Hotz, 2012). This cognitive growth can also come with negative effects. When gaming is taken too far, it can become an addiction that can cause decline in the social lives or school and work performance of gamers (Le, 2013).

This includes excessive use, increasing tolerance to use, and sacrificing other important aspects of life to maintain the addiction of the habit (Rich, 2013). Starting to manage healthy gaming habits can be easy. Set time limits on how long you play, or only let yourself play once homework is done. Invite your friends over to play with you, and make it a social occasion! Before you realize it, these will become habits and you can start to enjoy all the things that a proper life balance will add to your happiness.

Educational Content

The concept of life balance will be introduced as the proper prioritization between work, family, school, and hobbies. Spending appropriate amounts of time in all the realms of your life improves the quality and the happiness that boosts their potential for success. The following points are from research that will be included in the video:

CON - Gamers are spending too much time playing games, and levels of productivity are decreasing. With everything, there are tradeoffs when spending too much time on one area of and individual's life. Focusing too much on video games disrupts the player's real life relationships and impairs their mental and physical health (Le, 2013). A child can have difficulty in self-regulating their use of the media, and can cause addiction. This includes excessive use, increasing tolerance to use, symptoms of withdrawal when the activity is taken away, and succumbing to negative psychosocial consequences to maintain the addiction of the habit (Rich, 2013).

PRO - Gaming can improve decision-making, perception and creativity skills in those who choose to participate. According to studies, those individuals who play action based games are 25% faster when making decisions and they can do so without sacrificing accuracy (Hotz, 2012). Also, improvement on hand-eye coordination and vision changes were present through playing games.

These will be translated into the narration and then along with the animations within the proposed video.

Parents need to be aware of the benefits and the dangers of gameplay and need to help their children or young adults maintain a good balance in all aspects of their life. Even though gameplay can improve cognitive abilities, the mental and physical health of their child need to be observed, as well as their levels of productivity in school, active leisure activities, and social relationships.

Video Research Bibliography
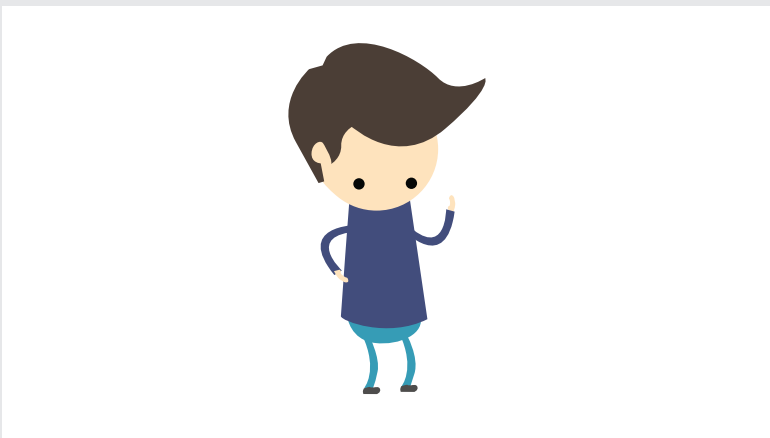These are listed at the end of this document.

LIFE BALANCE

DESCRIPTION

Triangle appears with a pop. Then, "Life Balance" falls from top of the screen and lands on the tip of the triangle, wobbling back and forth trying to find a balance.
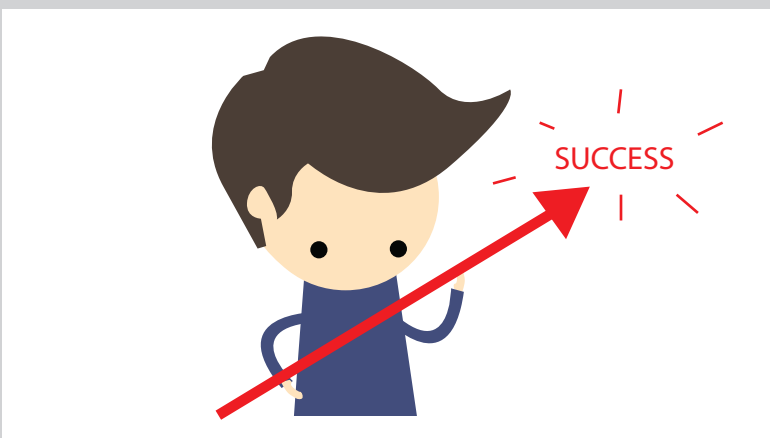
NOTES

VOICE OVER

Life Balance is a key life skill that increases

DESCRIPTION

- Life Balance dissappear
- character smiles to demonstrate happiness

NOTES

VOICE OVER

happiness

SUCCESS

DESCRIPTION

- Character draws an arrow to represent productivity and at the end of it the word success pops out
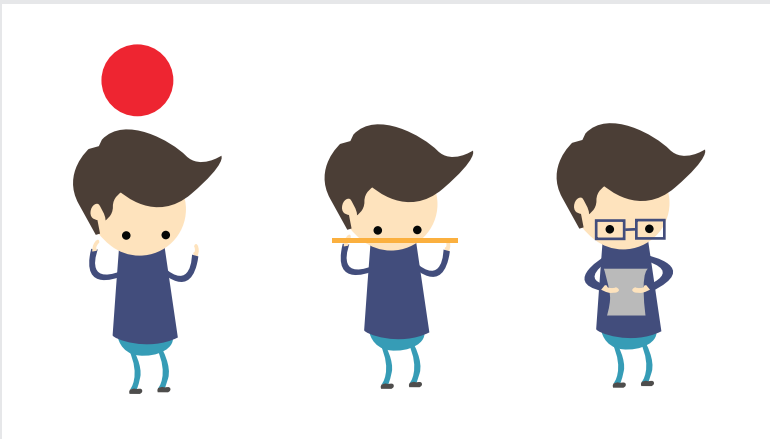
NOTES

VOICE OVER

productivity and success.

DESCRIPTION
- A family pops up while holding hands, swinging arms and heart coming out continuously.
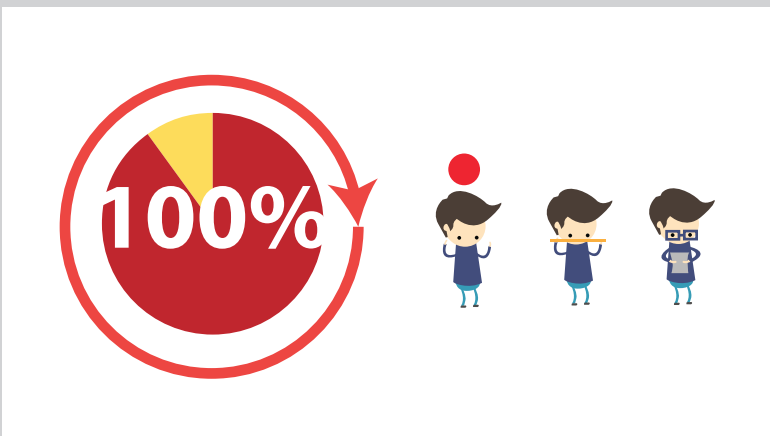
FX: clock fast-forward sound

NOTES

VOICE OVER
Making sure we spend time with our friends, our families,

DESCRIPTION
- A ball appears from the top of the screen, directly above the most leftest human figure.
- character on the left starts tossing the ball into the air
- From centre top, a stick (which will be a flute) appear, and the centre character grabs the flute and plays it.
- Character with glasses holds a book and starts reading.

NOTES

VOICE OVER
take care of our responsibilities and leaving time for hobbies and activities means...

DESCRIPTION
- character zooms out to the right
- a stick appears on the left and rotates and unfolds a pie graph. It rotates CW until a full circle is created. FADE IN "100%".

NOTES

VOICE OVER
 that all areas of our lives can be enjoyed to the fullest.

DESCRIPTION

character balances on a ball, and a game console falls down from top of the screen. The human figure captures the big game console and balances as well.
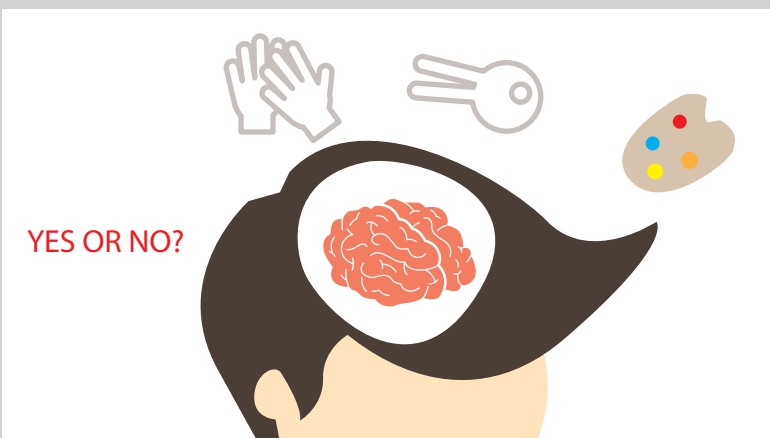
NOTES

VOICE OVER

Increasingly, life balance has been a skill that is being applied to building healthy gaming habits.

DESCRIPTION

- The character jumps off of the ball, with the console at its hand, head towards a television screen and plays a game
- Screen zooms in to a MEDIUM SHOT. The minute hand of the clock ticks slowly in seconds

NOTES

VOICE OVER

Video games are a really fun way to spend free time,

YES OR NO?

DESCRIPTION

- Zoom into character's head, showcasing his brain
- "yes/no" symbol, duck or rabit optical illusion drawing, a figure with multiple arms, and an art brush pops up. Each symbols have labels at the top.

NOTES

Reference : Hotz, 2012

VOICE OVER

And have many potential benefits like improved decision-making, perception, multi-tasking and creativity.

DESCRIPTION
- All symbols exits upward
- brain pulses 2 times and the brain slowly changes to an ugly colour to signify negative effects

NOTES

VOICE OVER
This cognitive growth can also come with negative effects.

DESCRIPTION
- From the previous scene, character zooms out to see his whole body
- (mood change) Background scene drops from a happy background to gloomy at the same time as the character's mood changes too
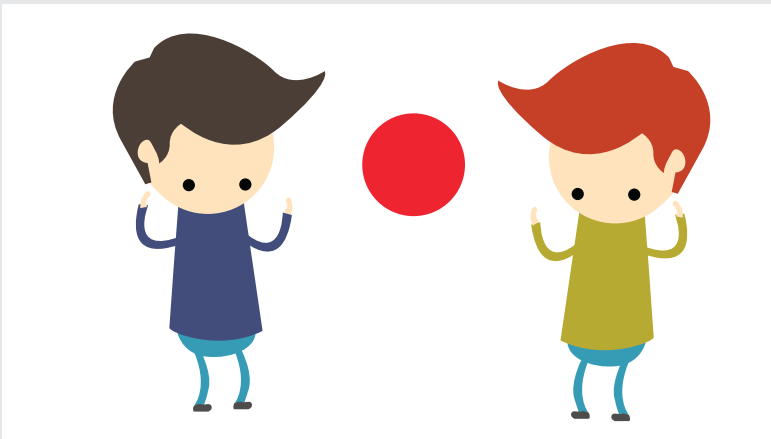
NOTES

VOICE OVER
When gaming is taken too far, it can become an addiction that can cause decline in the social lives or school. and work performance of gamers (Le, 2013).

DESCRIPTION

- Character addictingly playing video games as his face expression changes from happy to tired with saggy eyebags

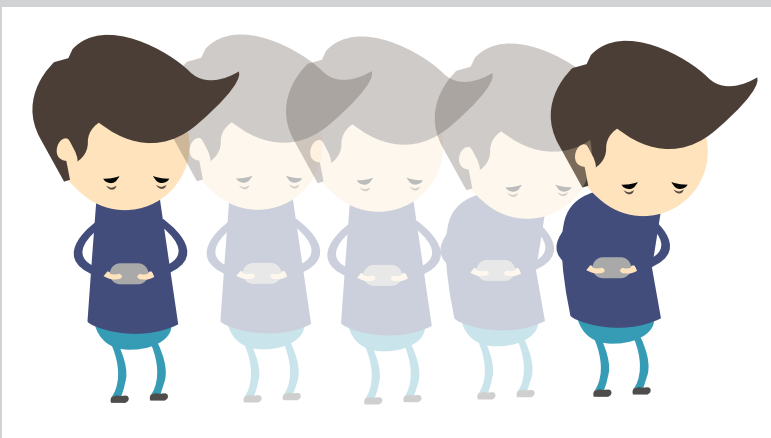- Camera slow zooms closer towards his face

NOTES

VOICE OVER

This includes excessive use, increasing tolerance to use

DESCRIPTION

Shows character laughing and being happy playing ball or an outdoor activity with friends

NOTES

VOICE OVER

sacrificing other important aspects of life

DESCRIPTION

- (to transition) As he plays ball with his friend, he slowly walks away from the scene
- As he walks away, his face changes from happy to tired and a video game drops down or appears in his hand and his physic form slowly shows a hunched back
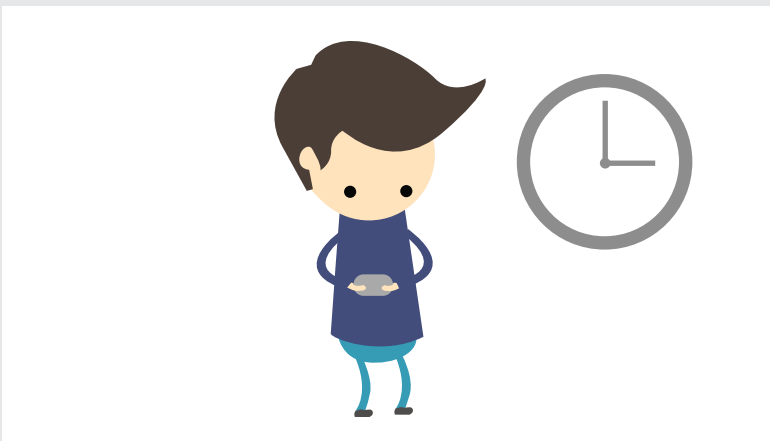
NOTES

VOICE OVER

to maintain the addiction of the habit

DESCRIPTION

- Character suddenly throws away his video game and flexes his arm to symbolize "health" and smiles
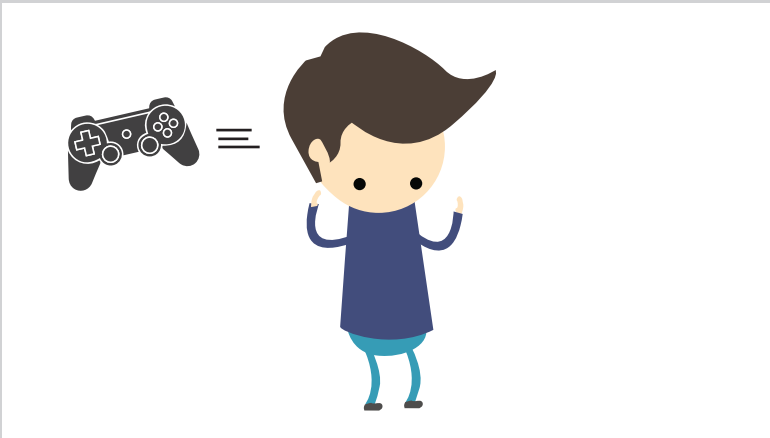
NOTES

VOICE OVER

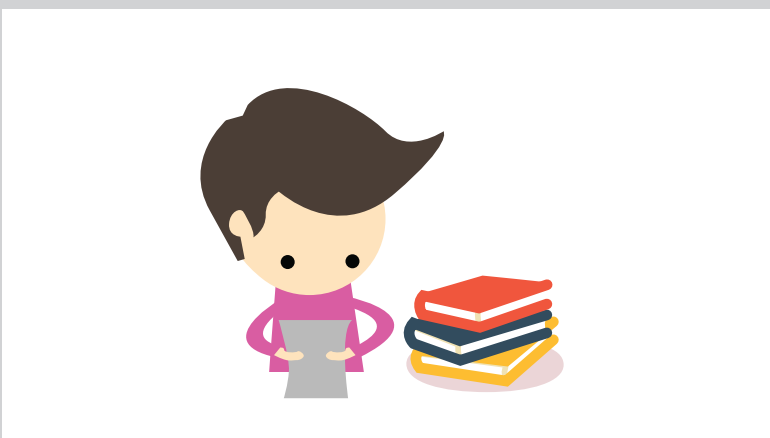Starting to manage healthy gaming habits can be easy

DESCRIPTION

- clocks bounces up as it appears and shows it ticking while the chracter presses game buttons

NOTES

VOICE OVER

Set time limits on how long you play

DESCRIPTION

- (Transition) the whole page from the previous scene slides to the left like a swipe motion

- Scene features character doing his homework, writing on paper or reading

NOTES

VOICE OVER

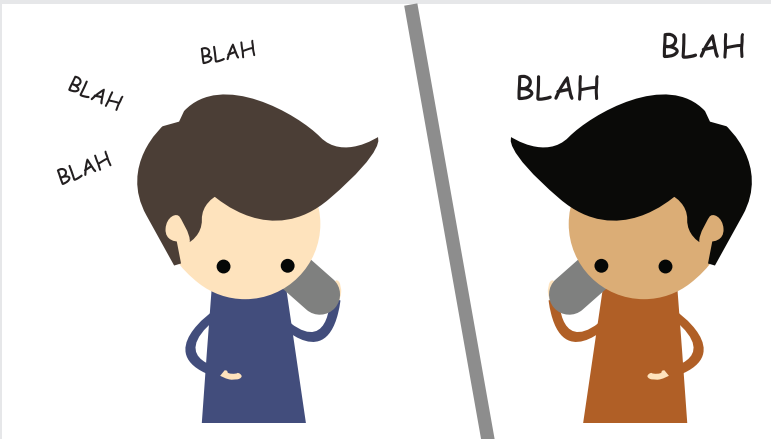or only let yourself play once homework is done

VOICE OVER

Invite your friends over to play with you

DESCRIPTION

- Character dials and gives a phone call to his friend

NOTES

VOICE OVER

and make it a social occasion!

DESCRIPTION

(continuation)
- sliding over from the right to1/3 or half the page his friend on the other phone line...responding back to him
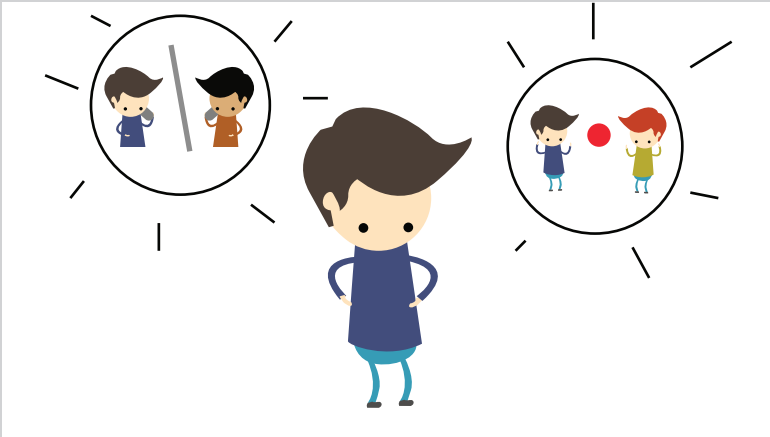
NOTES

VOICE OVER

Before you realize it

DESCRIPTION

- to end the video, the character walks out from the side as he concludes his speech of video game life balance
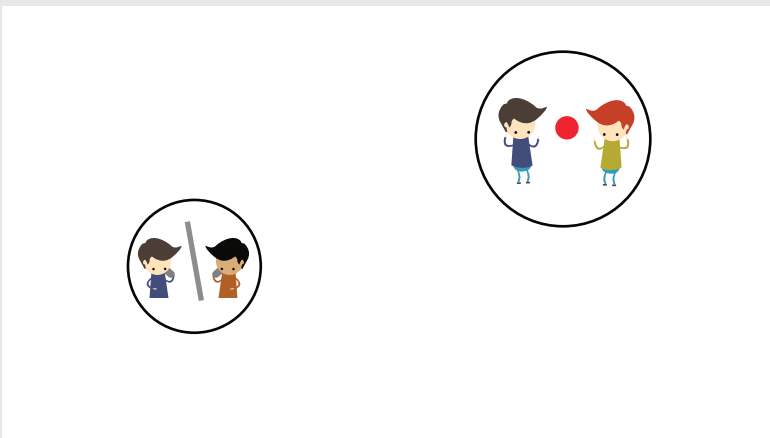
NOTES

DESCRIPTION

- Bubbles pop up of previous activities

NOTES

VOICE OVER
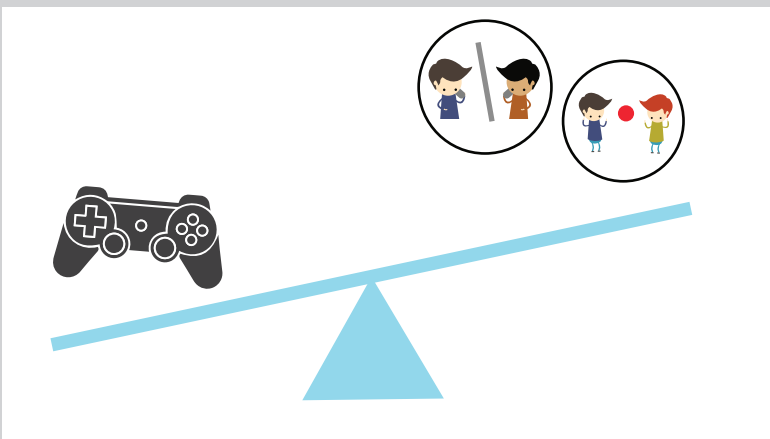
these will become habits

DESCRIPTION

- bubblesof activity migrates down or floats down

NOTES

VOICE OVER

DESCRIPTION

- Balance slides up from the bottom up while the bubbles of activities and video game floats down onto the balance.

- Balance then equalizes, making video games and activities balanced

NOTES

VOICE OVER

and you can start to enjoy all the things that a proper life balance will add to your happiness.

Game Prototype

Educational Aspects

The main goal of playing the game is to achieve a balance between the health bars that will be shown at the top of every screen visited. By playing the mini games, different bars will be affected positively, and over time the bars will deplete. To maintain a good level for each bar, the different mini games need to be played and revisited to clearly show the player how to maintain a healthy life balance.

Technical Feasibility

The platform used to code this game is Phaser. The navigation through the different locations were a large portion of the code and once those were defined, it was easily set to the desired format. The mini games are a more intensive for developing, there will be a slight learning curve to determine how physics works on objects within Phaser, after the first mini game was implemented (shooting balls in the park), the other mini games will be slightly easier to implement.

Interaction Model
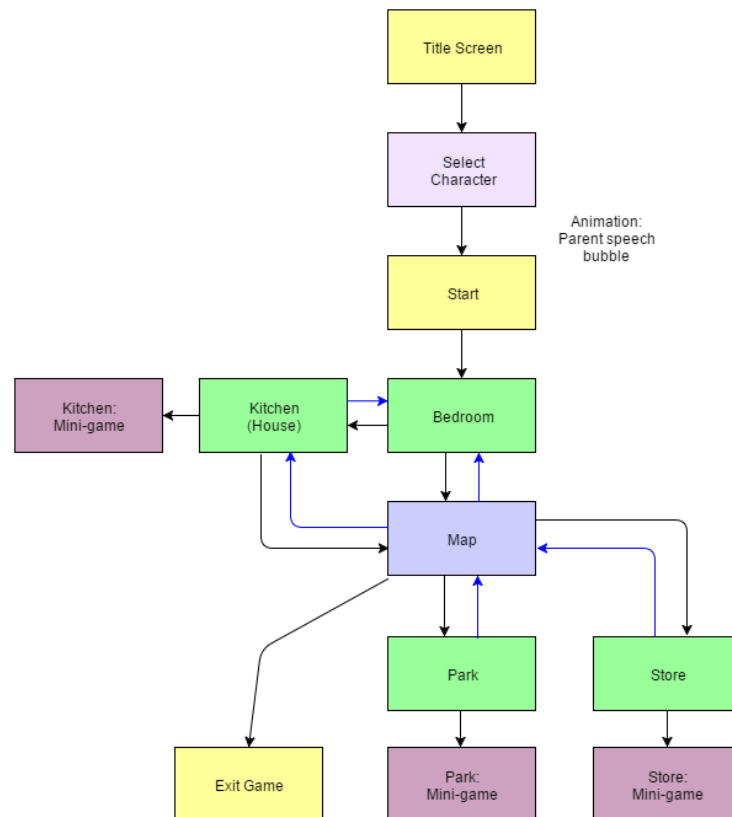
Game Mechanics & Mini Game Instructions

A main part of the game mechanics is the action of the character physically leaving their room and not playing video games. The message is not that they should always avoid playing video games, but in order to keep a balanced lifestyle, they must interact with other parts of their life.

In this first prototype, the main focus was to determine the navigation to the different locations in the game world, and then further plan the mini games in each location.

The feedback received during class time will be seriously reviewed and applied to improve the game since iterative design is the best solution to creating the ideal game for the client.

Mini Games Instructions

After receiving feedback from lecture time, the mall location will be changed to a library.

Bedroom: Laundry Sorting

- Objective : Sort out laundry appropriately
- The player is presented with a basket of clothing, piece by piece, and must click the appropriately pile to sort the laundry into lights, darks and colours.
- Points are given for choosing the correct pile, additional points for doing it quickly
- No points are taken away for choosing the wrong pile, but an X shows and the user can try again.
- Increases health bar
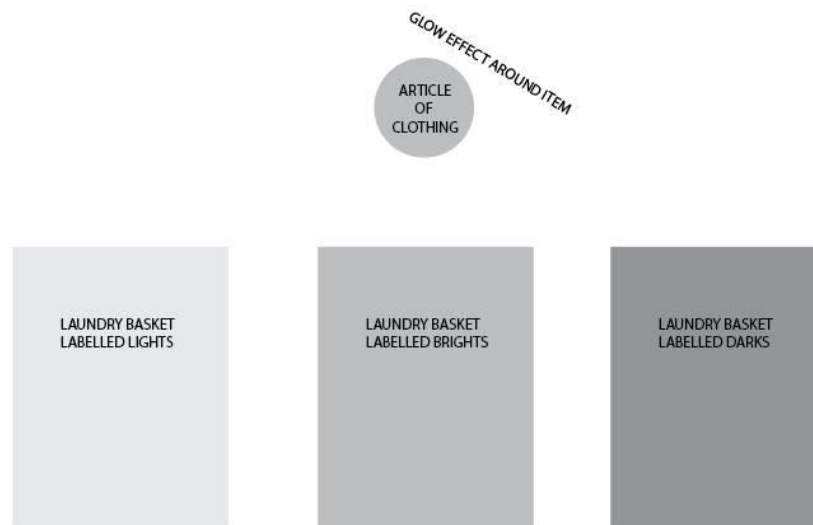
Kitchen: Blender

- Objective: make a smoothie using any ingredients you wish.
- No negative points. Every ingredient adds points, but some ingredients are worth more points than others (e.g. healthier ingredients)
- Increases health bar, slight increase to entertainment

Park: Ball

- Objective: shoot the ball into the hoop
- moving the mouse in x direction changes the distance
- moving the mouse in y direction changes the height
- Sink as many baskets as you can in ten seconds, your results will be compared to the friend who is also at the park
- Increase health, social and entertainment bars
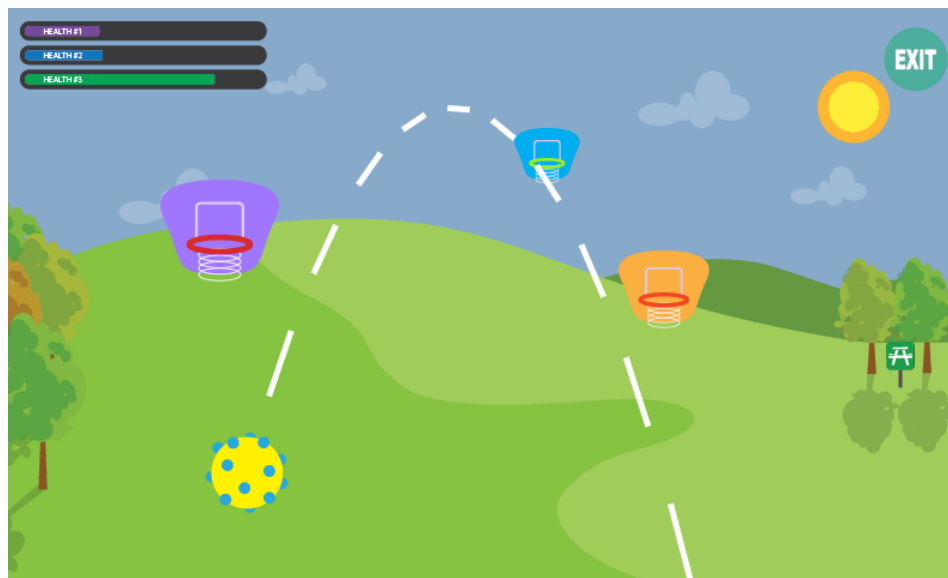
Library: Comic book

- Objective: Choose a creative or funny end panel to the comic given
- Player is presented with three panels of a four panel comic and three choices to choose to complete the comic. Points are given regardless of the choice, so it's up to the sense of humour of the player.
- Increases the entertainment and social bar
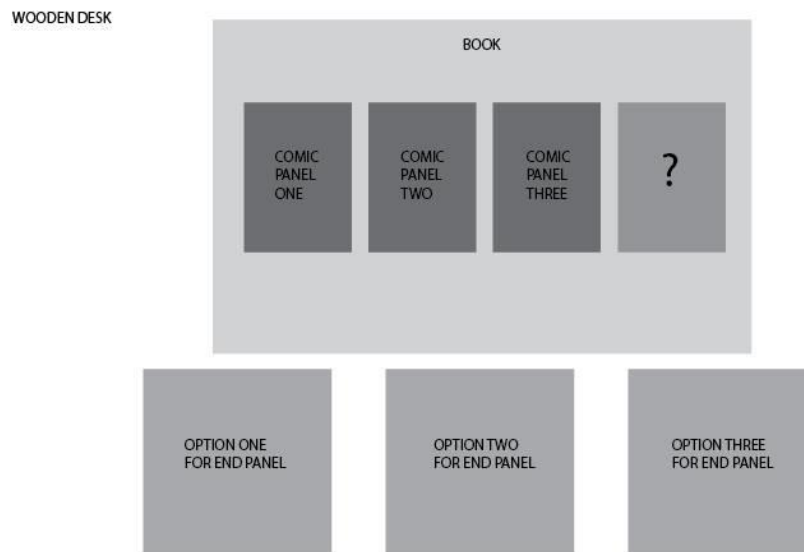
Link to Game Prototype

Please view and interact on a computer and not a mobile device, it has be optimized for use with a mouse cursor.

http://bo.ro/302

Feedback and Next Steps

Based on the feedback from class Steve Wilcox and Professor Jennifer Whitson, we will be addressing the following issues:

- Omit the unnecessary screens between the map page and the mini games (such as the park and the mall screens).
- Add a narrative and backstory to set up why the character is so invested in playing video games.
- Include more characters within the game world to create more sense of community, it is a really lonely set up as of right now (add animations in background, or chance to meet up with acquaintances).
- Create more intriguing mini games that actually teach the player how to have a more balanced lifestyle, instead of just having completion games.
- Change the third map location to something other than a mall, we do not want to encourage the purchasing action – with either a school or a library and easily incorporate a social aspect to the avatar's life.
- Add a permanent side panel (as seen in the mall mini game) to display health bars, messages, and the avatar itself going through different emotions as different actions affect their mood.

Video References

Hotz, R. L. (2012, March 13). When Gaming Is Good for You. *The Wall Street Journal*. Retrieved January 22, 2016, from http://www.wsj.com/articles/SB10001424052970203458604577263273943183932

Le, B. (2013, May 6). Are Video Games the Next Big Addiction. *Pacific Standard*. Retrieved January 22, 2016, from http://www.psmag.com/health-and-behavior/video-games-next-big-addiction-57178

Rich, M. (2013, May 25). My 16-year-old son is addicted to Internet role-playing games–how can I help him? *Center on Media and Child Health*. Retrieved January 22, 2016, from http://cmch.tv/my-16-year-old-son-is-addicted-to-internet-role-playing-games-how-can-i-help-him/

Additional References

Troianovski, A., Ante, E. Spencer., & Vascellaro, E. Jessica. (2012, June 11). The Hidden Costs of Apps for Children : Mom, Please Feed My Apps !. Retrieved from http://www.wsj.com/articles/SB10001424052702303753904577452341745766920