



Playasaurus

Interim critique

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Context

- New Zealand High School students
- Careers office / department / expos
- Life school classes
- University / Polytechnics
- Aims to educate people on career paths through personality types
- Offering insight into careers through play
- Providing information in a unique fun way that otherwise is not readily available to students/ they wouldn't think to look
- Through play students will realise the career that is right for them
- Decrease the amount of students that change degrees saving time and money

User Group / Target Audience

- New Zealanders
- School leavers (year 11-13)
- Low decile / middle schools
- Co-ed schools
- Tech savvy students



Mode of play

- Educational role play game that imitates real life
- Digital board game enhanced by film
- Quiz element
- Brief elements or tasks (to complete)
- Could use design as a vehicle towards career education specific to occupations within the field



Methods of play

IDEA 1

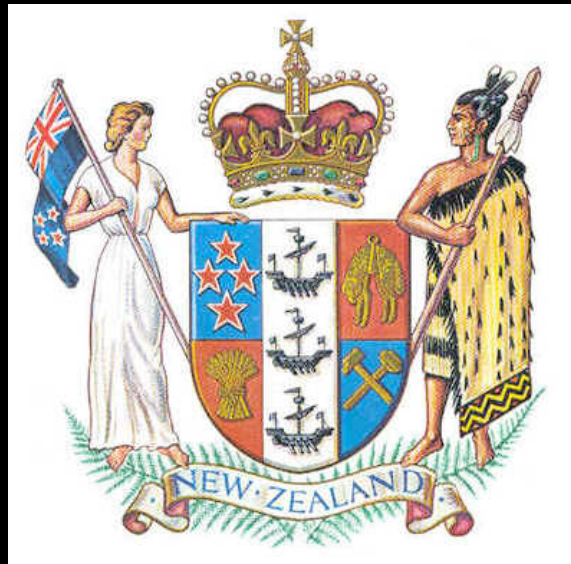
- Players build their own design practise learning about different design occupations in the process. Being in the form of a digital board game that incorporates an interactive screen in the middle. Players gain points and compete against other players design practises.

IDEA 2

- Based around Myer Briggs personality tests. Players would complete tasks based on the quiz and refer to a facilitated website for info

Context

- Young New Zealanders need to learn about our early colonial history
- Based on the New Zealand wars
- Historical reference



User Group / Target Audience

- New Zealanders
- Primary school / Intermediate students



Mode of play

- Educational
- Web based (flash)
- Strategy



Methods of play

- Flash based game that allows players to choose their character and tribe and re-enact historical battles
- Online Multiplayer aspect that allows tribes to gain members and battle

