

Playing Well With Others

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Problem

Most of the rule sets in board games for children between the ages of 7 and 10 are focused entirely on competition with no attention given to cooperation.

Purpose

The purpose of this study was to develop a set of rules for a board game for children between the ages of 7 and 10 in which cooperation is a core theme of play.

Troy Farmer



- 10 years old
- Student
- Likes drawing, video games, and sports

Troy's Day

7-8 AM	Wake up
8-9 AM	Eat Breakfast
9-10 AM	Be at school
10-11 AM	Class
11 AM – 12 PM	Class
12-1 PM	Lunch
1-2 PM	Class
2-3 PM	Class
3-4 PM	Head home
4-5 PM	Watch cartoons
5-6 PM	Homework
6-7 PM	Eat dinner

Sarah Williams



- 43 years old
- Teacher
- Very busy
- Students are hyper

Sarah's Day

7-8 AM	Wake up
8-9 AM	Eat Breakfast
9-10 AM	Go to Work
10-11 AM	Work
11 AM – 12 PM	Work
12-1 PM	Lunch
1-2 PM	Work
2-3 PM	Work
3-4 PM	Work
4-5 PM	Work
5-6 PM	Go home
6-7 PM	Eat dinner

Jane Farmer



- 39 years old
- Troy's mom
- Office Manager

Jane's Day

7-8 AM	Eat Breakfast
8-9 AM	Go to work
9-10 AM	Work
10-11 AM	Work
11 AM – 12 PM	Work
12-1 PM	Lunch
1-2 PM	Work
2-3 PM	Work
3-4 PM	Work
4-5 PM	Go home
5-6 PM	Watch TV
6-7 PM	Eat Dinner

Ten Activities

- Playing with friends and family
- Buying a game
- Setting up a game
- Cleaning up a game
- Learning the rules of a game
- Playing a game
- Finding a game
- Learning from a game
- Winning a game
- Losing a game

Top Three Activities

- Playing a game
- Learning from a game
- Winning a game

Hypothesis

A set of rules in which players share victory or defeat, and must depend upon each other to win will create a board game which has a strong theme of cooperation.