How to become a better PARENT

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DEG Team Members & Strengths

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HCI research, user testing, CS

education, art, psychology, CS

architecture, concept design, CS

Domain

- This game aims to improve parenting skills and develop effective communication methods between parents and their children
- We will get information from online sources and experts in child development.

Target Audience

- **Focus**: those who want to become a better parent
 - Anyone who cares about how to rear the future generation
- **Recruitment**: via direct recruitment or via MTurk
- **Difficulty in learning**: lack of experience, unawareness, preexisting misconceptions, ingrained false beliefs, etc.

#1 The Old Man Removing the Mountains

- An old man decides to *remove the mountains* by manual excavation; if he fails, his children will continue.

- Start with the old foolish man, breed your bloodline to fulfill this goal.
- Set your *family rules* like children should not kill rabbits.





- Children do what the parents command when they have *a high intimacy* with the parents.

- Listen to your children and adjust when they make sense.
- Children come with questions. *Give them correct guidance*! *Do not spoil them*!
- Bad characters inherit. Make long-term judgments!

#2 Chat Simulator

- Read the story we present by *chatting with the game characters*!
- You receive messages from different people and time.
- Make your choice and see the different endings, what make difference?





- Listen to your parents' advice. Give appropriate guidance to your children.
- Solve some puzzles when necessary.

Note: All the texts here are only for showing visual experience, and have no relationship with our final game narratives.

#3 Parents v.s. Children

- Zero sum **duo player** board game.
- Parent's goal: move the children to the expected final state.
- Children's goal: deviate from that state.





*Note: the final game board may look very different from this.

- Strategies for parent: use *appropriate education*(your cards) to guide the chess.

- Strategies for children: understand and anticipate parent.
- This will not be a verbal game. Strategies are specified as cards.

Parents can only affect children's behavior under correct education strategies.

#3[°] Parents v.s. Children(Variants)

- This may also be a *multiplayer competition game*.
- Parents' goal: having the children reach the goal before the other.
- Children's goal: reach the goal set by themselves before the other.



- Or we can make a JPRG game like Pokemon.

- You *meet random events* when you walk in your family.





*Note: the final game board may look very different from this.

Learning Goals

Players will understand ...

- 1. The **importance** of a good parenting.
- 2. The difference between love and spoil.
- 3. The **difficulties** they may meet when they become parents.
- 4. The **happiness and sense of achievement** of being a parent.

Players will practice ...

- 1. How to take the perspective of their children.
- 2. How **to keep a harmonious relationship** with their children.
- 3. How **to give correct guidance** when their children do something wrong.
- 4. How to respond to **different daily scenarios** involve with their children.

Next Steps

- Continue our research for parental education
- Iterate on the most popular idea with paper prototypes
- Conduct initial review/user testing to improve the idea
- Implementation on the desired platform
- Further improvements and refinement

Thank You

Feedback?

Peer Feedback Questions (x5)

- 1. What might be some scenarios that parents need to be trained?
- 2. What might be something about parent education that you'd like to know?
- 3. What might be something cool that you like in any game?
- 4. What might be something that you dislike/want improvement in any game?
- 5. Which game idea is your favorite and why?
- 6. Any neat game name suggestions?

Instructional Principles

- 1. Segmenting
- 2. Scheduling
- 3. Motivating
- 4. Preparing
- 5. Practicing
- 6. Deep learning
- 7. Feedback
- 8. Presenting in Multimedia
- 9. Reducing Cognitive Load