

Evaluation board

Turbo 30

TURBO TEAM

Background

In Italy, grandparents are considered the pillars of the entire family. The bond with their grandchildren is always very strong. The youngest ones can spend moments of free play and see their desires fulfilled. Grandparents themselves also benefit from this: they spend their free time in activities that bring joy, and maintain their vitality, activity, and youthfulness through caring for their grandchildren. It is more enjoyable and beneficial for the time spent with grandparents to be devoid of the use of technological devices, making storytelling, fairytales, cooking, and out door games. However, today's "youth" often prefer technological games, excluding their grandparents who may be less adept with technology.

Cultural Insight

Sundays it's a day dedicated to family. They gather around a large table to enjoy the so-called 'Sunday lunch. After lunch, the adults engage in conversations, while the young ones (siblings, cousins) try to come up with games to pass the afternoon.

Purpose

Create a physical and digital game that can entertain grandparents and children after the Sunday lunch, help grandparents with the use of technology, and teach children stories and traditions shared by their grandparents. The goal is to reduce the loneliness of the elderly, teaching them how to use technology and disconnecting children from their phones to help them connect with their grandparents on a more human level.

Requirements

- Digital and physical object
- Easy and intuitive
- Portable
- Participation of grandchilfren and grandparents
- To integrate hisory and tradition with technology instruction
- Fun Graphics
- Including some elements of Neapolitan Culture

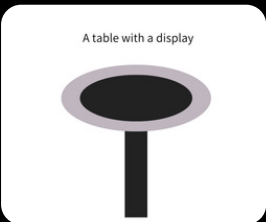
Budget

< 100

Personas

Grandparents and granchildren

Initial Ideas ★★★★★



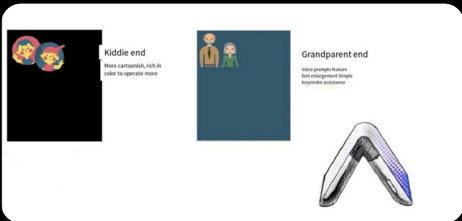
We have received some of their ideas, but in a not very exhaustive manner and without the use of images, thus encountering difficulties in understanding the ideas and assessing their proximity to the brief. Afterwards, they sent us the complete ideas and with images.

+ A screen-table with different games

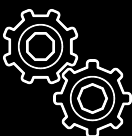
+ A foldable console and a pizza cooking surface

+ Games with cards

Revised Ideas ★★★★★



We requested a modification: include the game 'Guess Who?' inside the device, but with characters from Neapolitan culture.



We chose the foldable console.



After evaluating their ideas using the matrix, we identified the best one. Following some clarifications on the functioning of the chosen device, we received information related to the prototyping phase (dimensions, hi-fi prototype, etc.).

Final concept "Mystery Identity"

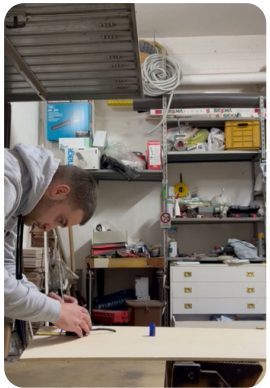
★★★★★

A foldable console, portable wherever you want. Ready for the game 'Guess Who?' to guess which character the other person is. The characters are part of Neapolitan culture, both ancient and more modern.

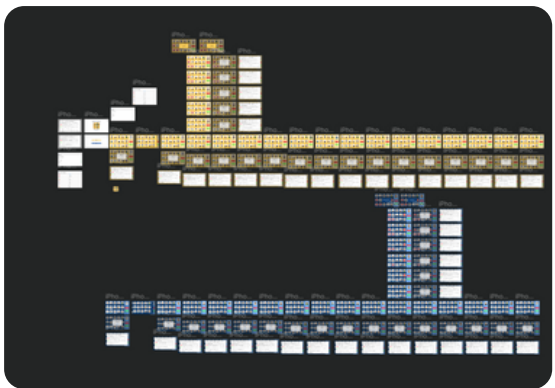


Prototyping

We created the physical prototype using wood and a folding hinge.

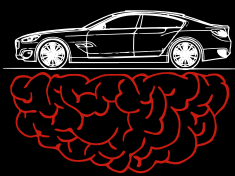


Prototyping interface



We used Figma to prototype the interface.





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Communication ★★★★★

+ Zoom ★★★★★

We had two video calls, but there were some issues in oral communication due to a bit of discomfort with the English language or connection and audio problems.

+ Discord ★★★★★

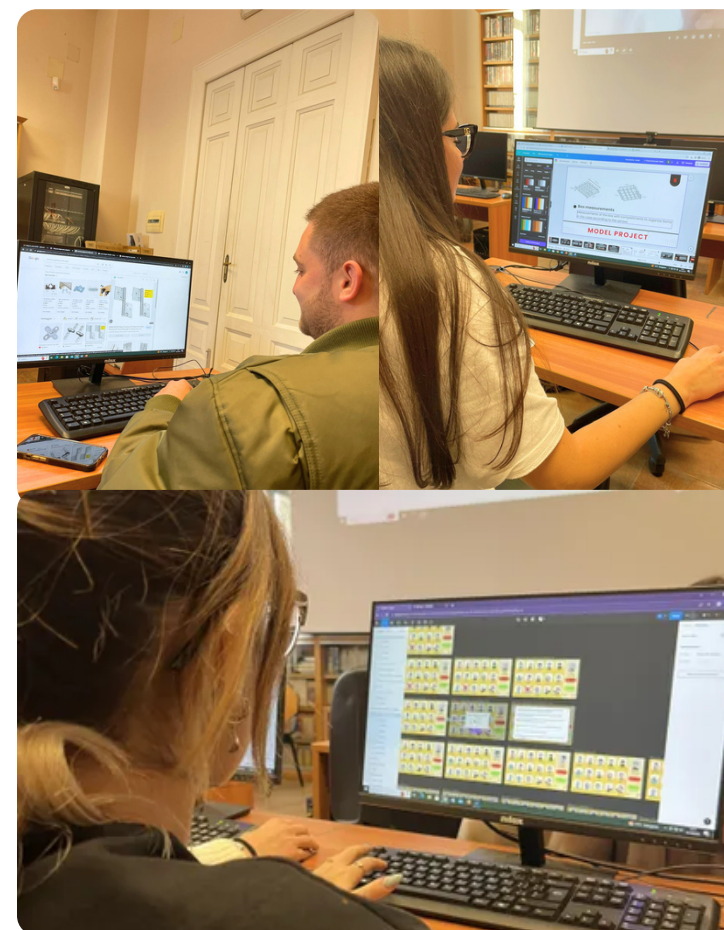
We primarily used this communication channel to share ideas, development stages, ask questions, etc.; we also used Discord for voice calls when Zoom had issues.

+ Messenger ★★★★★

Used only in the initial phase of our collaboration, it served to get to know each other and to establish which social platform was most convenient for all members of both teams.

+ Gmail ★★★★★

Used only preliminarily to be able to find each other on Messenger.



Overall feedback

It has been a beautiful experience working on this project to enhance both our design knowledge and our cultural experience. A special thanks to our Chinese team for your collaboration and kindness. We are grateful to have learned more about your culture. We look forward to hosting you in Italy!



Feedback

Feedback (for the game) ★★★★★

The feedback from the Chinese group was generally quite prompt, but not always very precise. Sometimes there was difficulty understanding their proposals, but, with collaboration, we were able to clarify things quickly.

Feedback (for the box) ★★★★★

At the end, we are very pleased because the Chinese team has always been very enthusiastic about our project for their brief. After the questions about the brief and the presentation of our ideas, they helped us find decorations and the right style, according to their tastes and ideas. Overall, from our perspective, the feedback received was better than that given for the game development.

Time management ★★★★★

For the majority of the project, they timely responded to our requests, with only rare exceptions. In the last two weeks of the project, we were not well organized in managing time because we also had other exams to prepare for, and we struggled to adhere to the schedule, both us and the Chinese team. However, these minor delays did not pose difficulties for the final completion of the project.

Quality ★★★★★

Most of our requests were fulfilled and the game fits very well to the initial brief. Therefore, we are happy that the Chinese group created this concept. They could have been more attentive in creating the game interface, which we had to develop ourselves, as well as for the logo. The technical drawing demonstrated a clear representation of the idea. It was well-structured but had some minor shortcomings (dimensions in the curved support of the device).