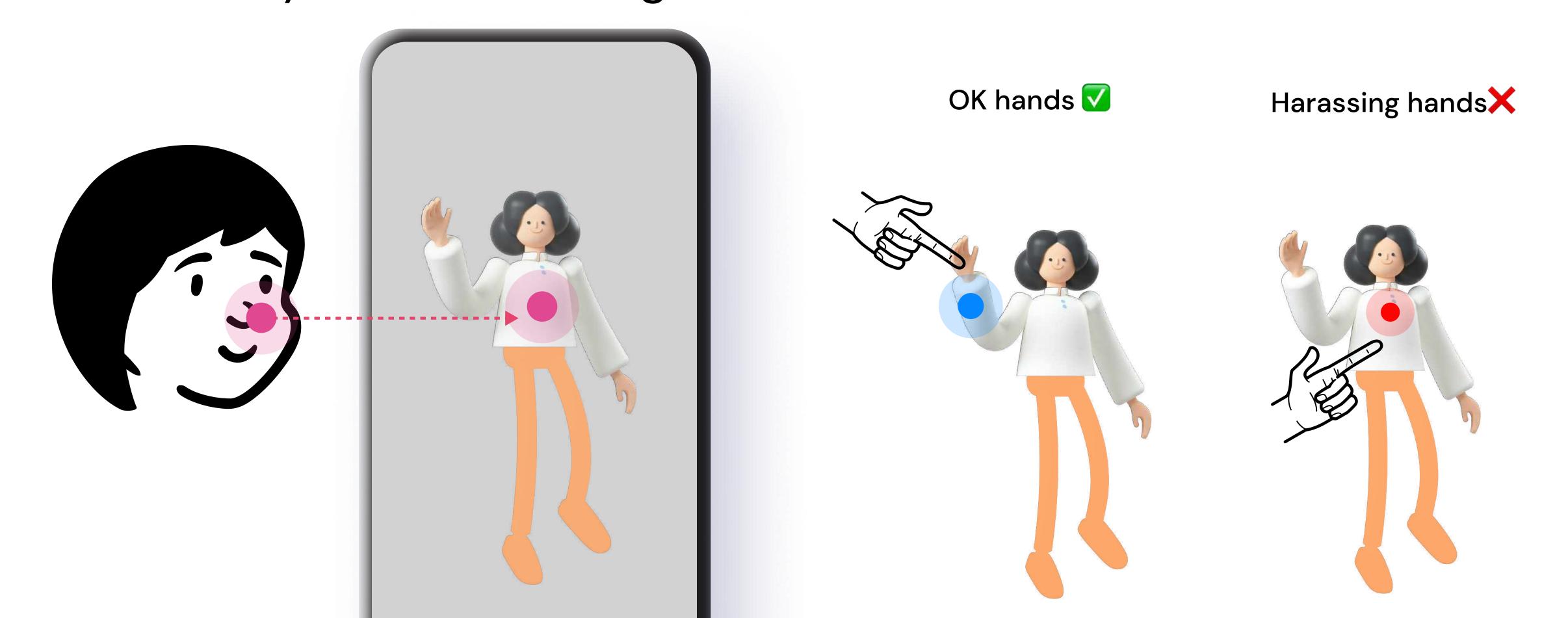
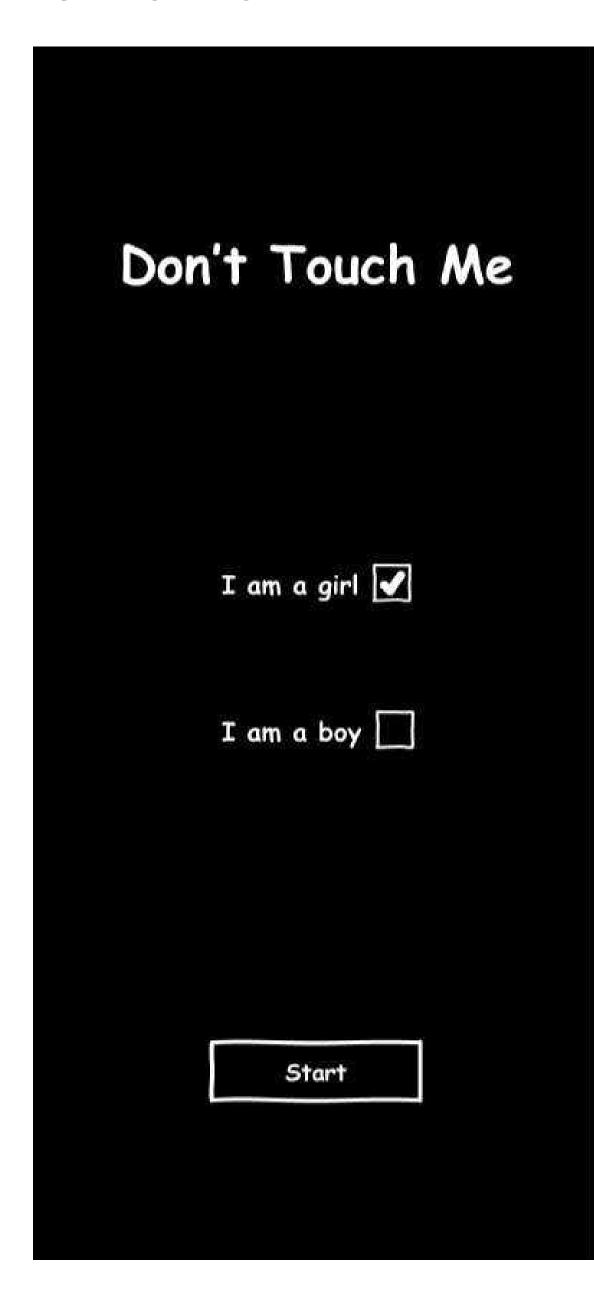
## 03 Design

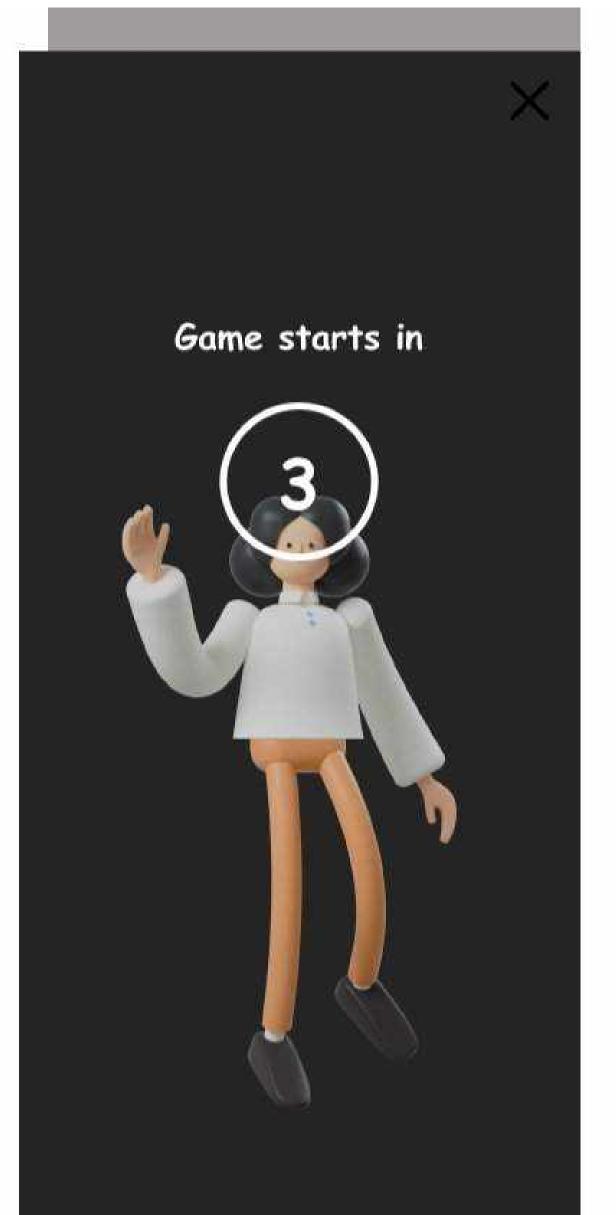
## Nose movement-control: help the kid move away from harrassing hands

In collaboration with engineers

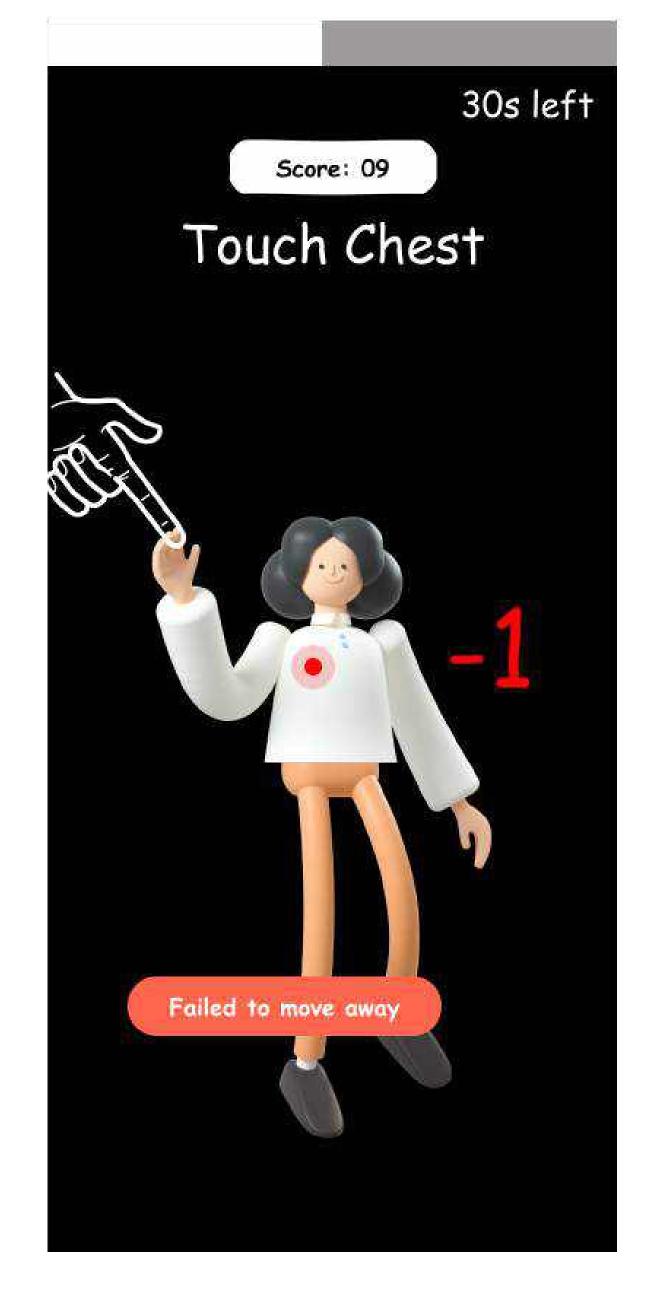


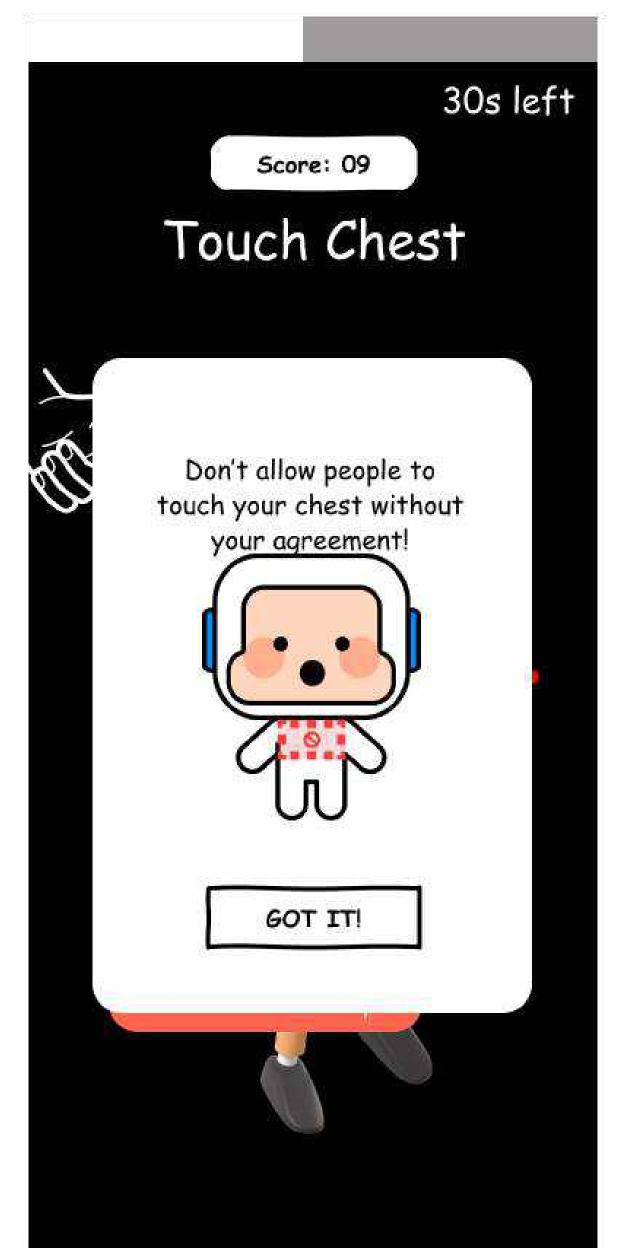


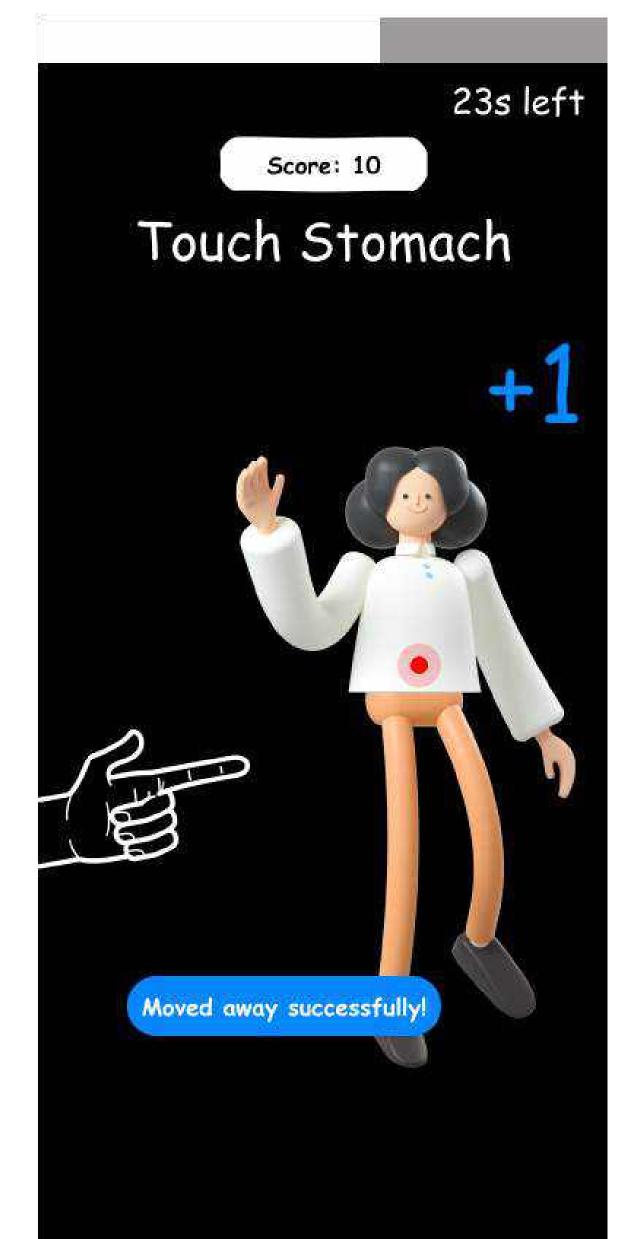


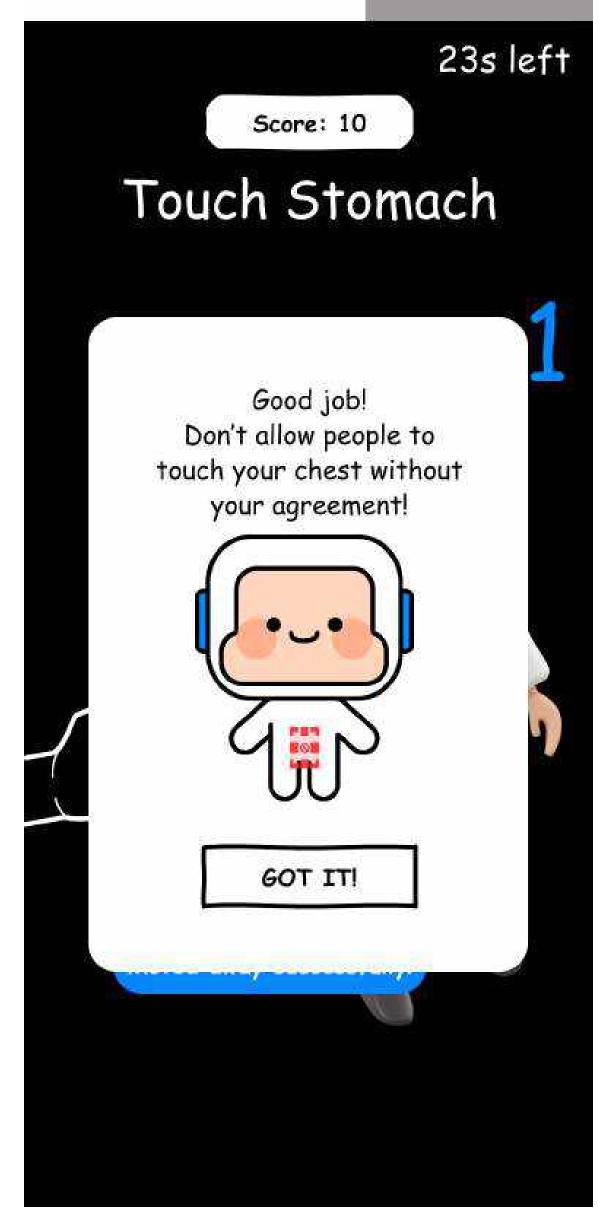








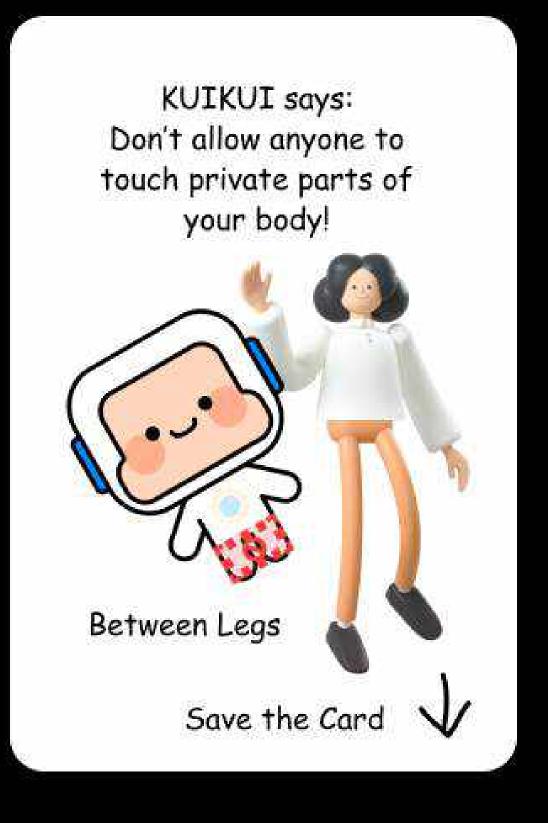




Final Score: 12 5 hits 5 moves Congratulations! KUIKUI says: Don't allow anyone to touch private parts of your body! Stomach Save the Card Play Again Post

Final Score: 12

### 5 hits 5 moves Congratulations!



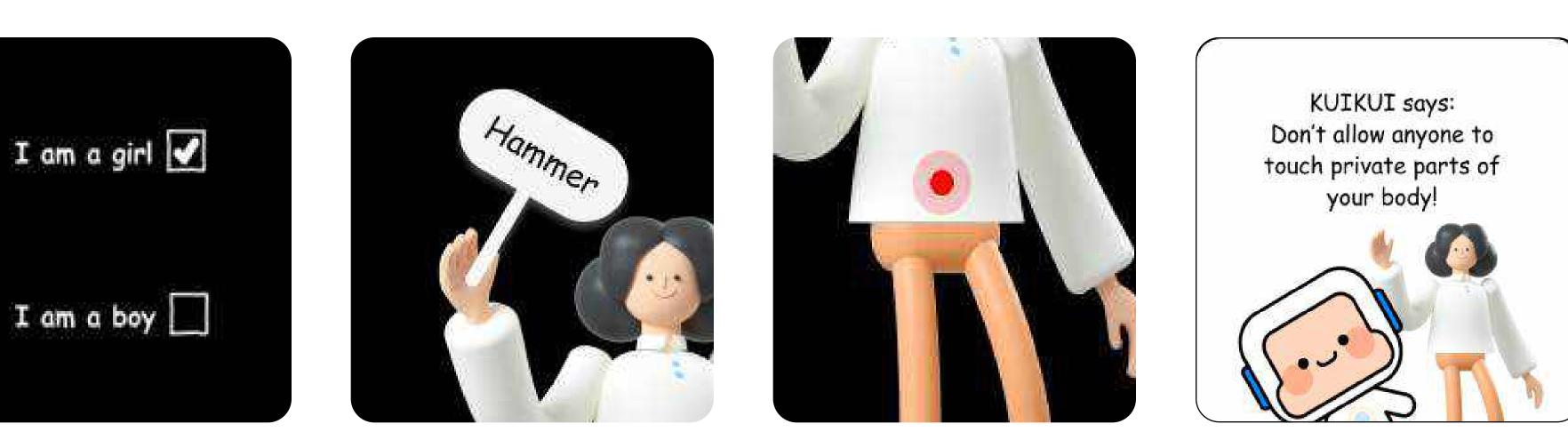
Post

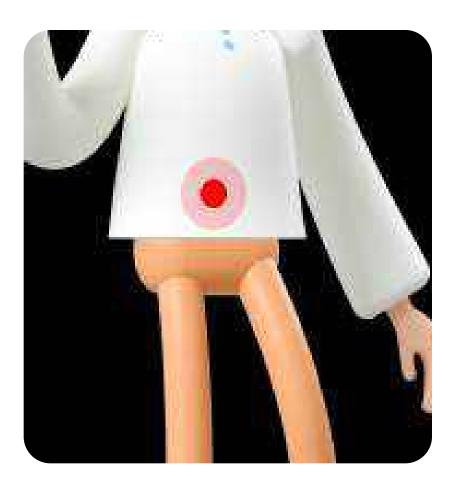
Play Again

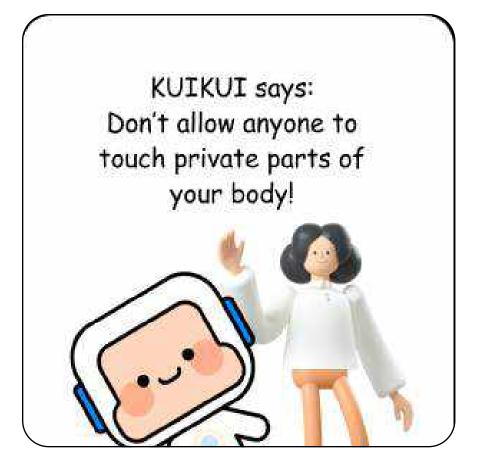
## Spotlight design decisions I made

- Gender selection
- Fightback
- Understandable indicators
- Educational elements



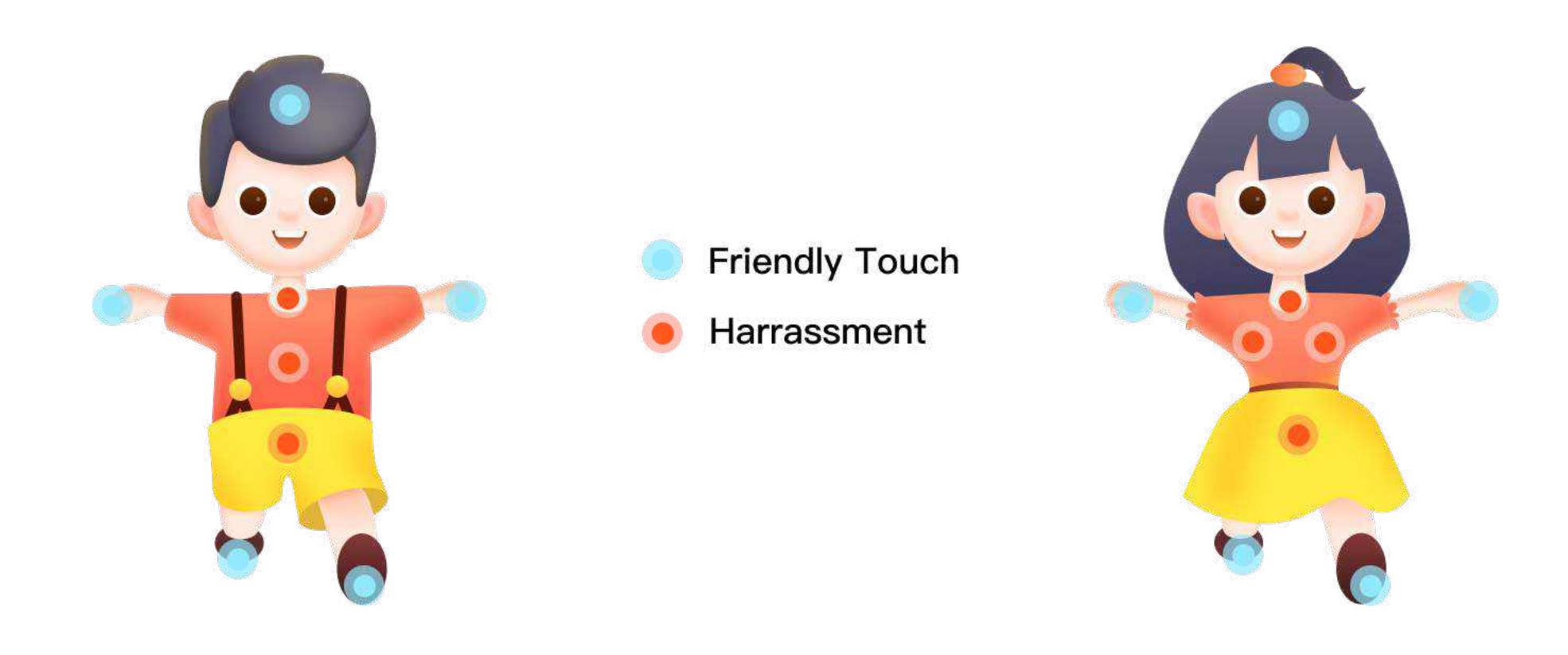






#### **AVATAR DESIGN**

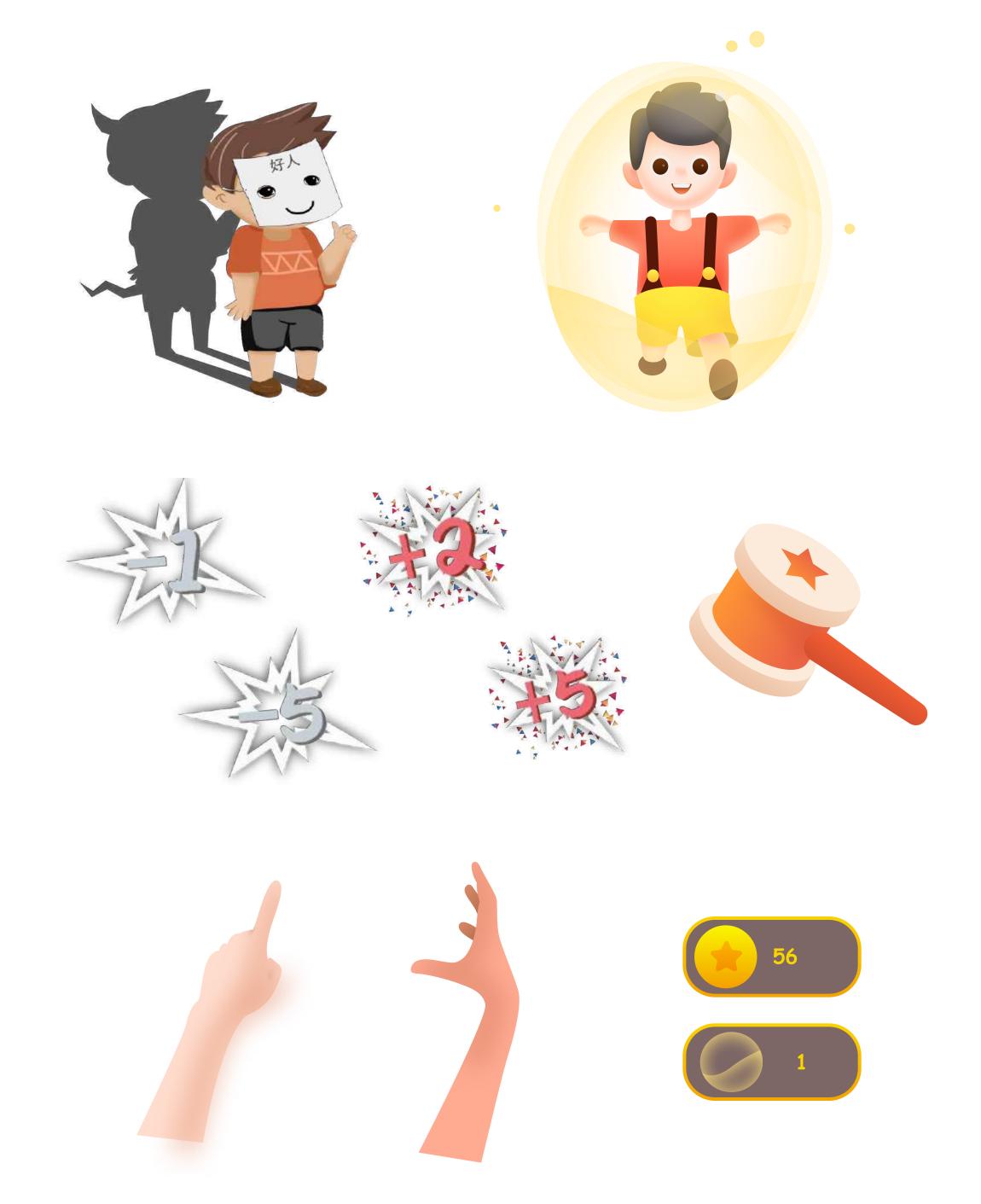
In collaboration with graphic designer



#### STICKER SHEET

#### Guide the design





#### **EDUCATION CARD**

#### SunFlower Plan IP











#### HI-FI PROTOTYPES

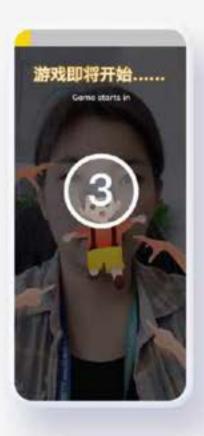
#### Team collaboration































#### HI-FI PROTOTYPES

#### Team collaboration



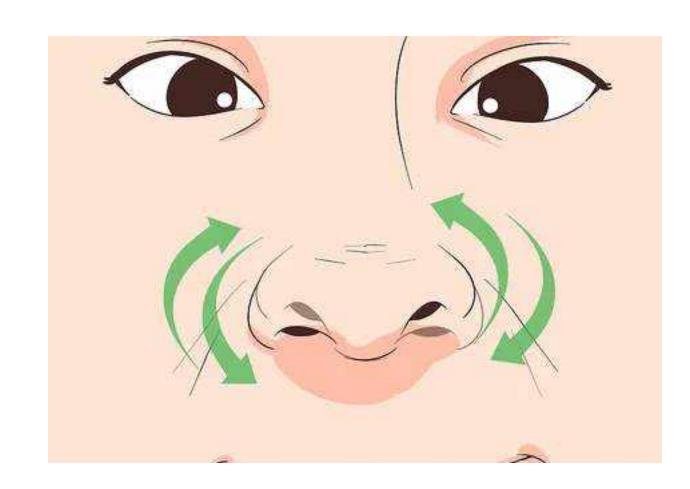
## Test and Iterate

#### **TECHNICAL TEST**

## Can The System Catch The Movement of the Nose Precisely?

## Can It Catch The Movement Without Delay?

In collaboration with engineer



### 15 adults, 6 kids

- Easily Understandable
- Can Well Control the Movement
- Fancy the Fight back function
- Fancy the 2-Gender setting
- Love the education card
- Feel no embarrassment

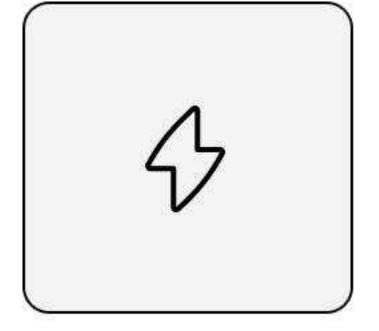
#### Goals

- Understandable, accessible
- Avoid parents' embarassment
- Welcome by parents and kids

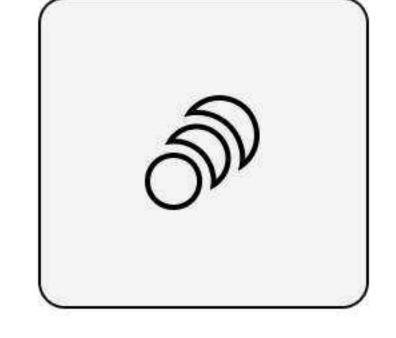
### 15 adults, 6 kids

- Hand Speed A Bit Too Fast For kids
- Too Many Education Card, Interrupts the Game
- The Avatar is a bit too big
- Can 2 People Play At the Same Time?
- What if people intentionally misuse the game to educate children the opposite way?

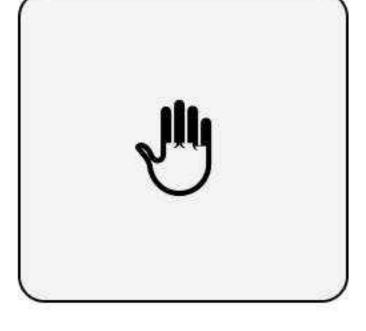
#### FEEDBACK & ITERATION



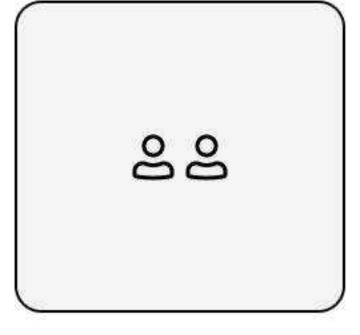
Change Speed Of The Hands



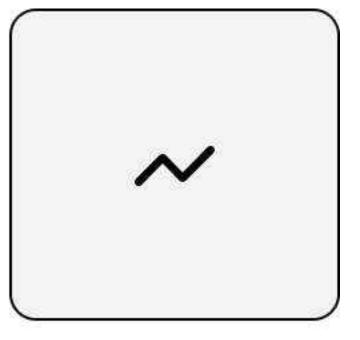
**Resize The Avatar** 



Change Apperance Rate Of The Hands



XMultiple Players



XDifficulty Levels

#### **DEFINE SUCCESS**

Quantitative: 100k players, 1 million views

Qualitative: Help the children differentiate sexual harassment, and build a better understanding of sex education

#### **PRODUCT REVIEW**

## Negative feedback: This game may go either way

What if people intentionally misuse the game to educate children the opposite way?



## TikTok was facing sanctions

We should be extra careful in touching sensitive topics



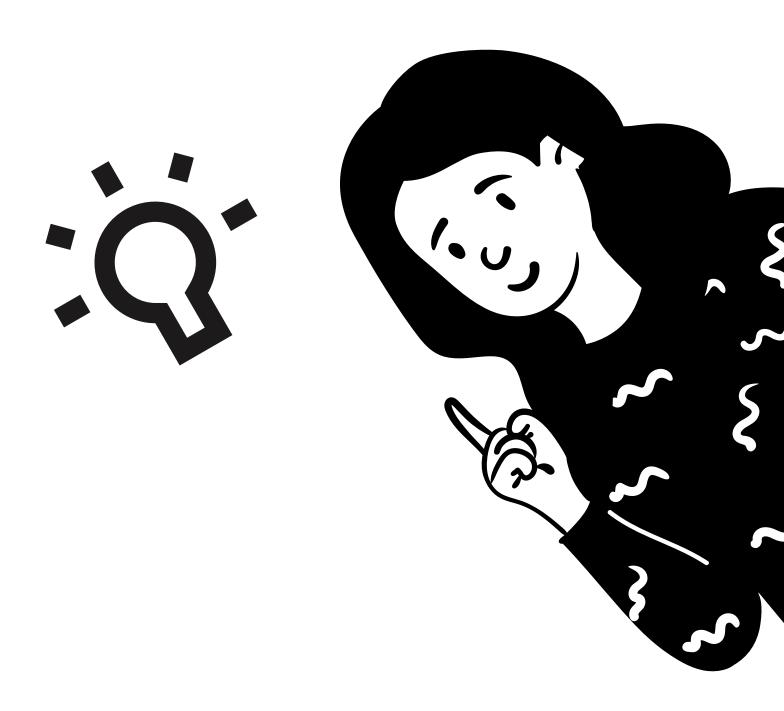
#### **PRODUCT REVIEW**

We made the hard decision to not launch the game



#### **PRODUCT REVIEW**

## But this is not the end!



#### A SECOND LIFE

# Protect the Fish: environment protection educational game

- Technical settings
- Game flow
- Idea

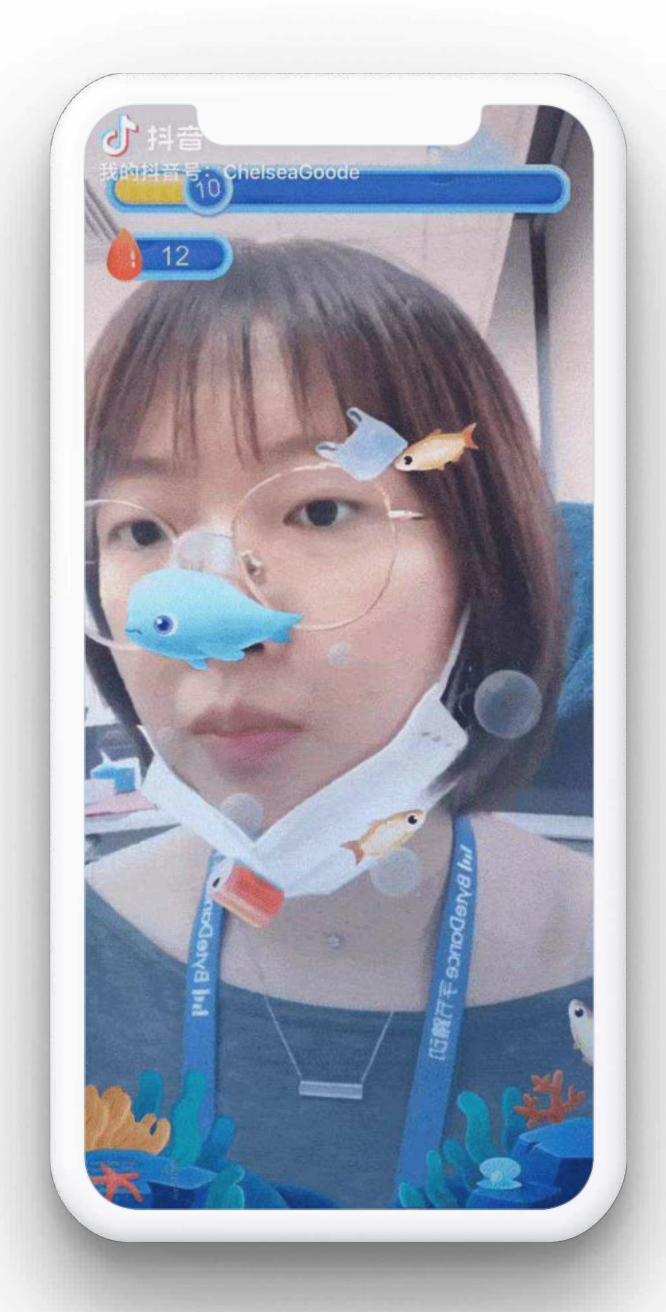




**REUSE THE IDEA** 

Launched!

120k players, 1.5 million views

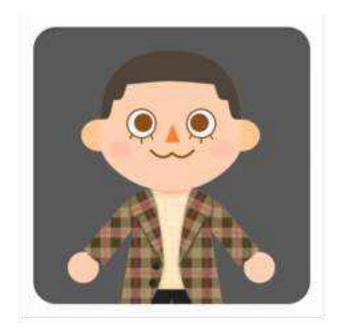


## **O5** Reflect

#### **POSSIBLE NEXT STEPS**

### Inclusive avatars







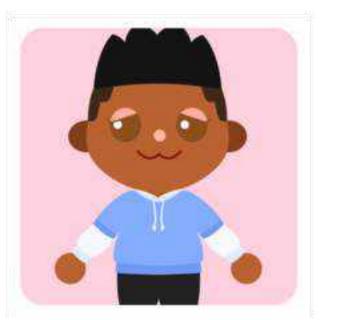
















## Accessibility Design

- Uno color blind-friendly design example
- Multiple ways to pass important information

