

# Project Ideas

*Team Edelweiss*

## FAIRY TALE

This is an immersive storytelling experience where the children need to go into different well-known fairy tale stories to resolve a problem caused by an evil queen of snow white. Children will encounter different scenarios corresponding to different survey questions. For example, ugly duckling could cover bullying related questions and etc.



What we think is good about this:

- Stories are familiar (easier to engage).
- Using scenarios from well-known stories will be relating/encouraging and not offensive.
- It can promote imagination of the children with beautiful and emotional components.

Things to be considered:

- Possible complication in copyright issues.
- Needs to be liked by both boys and girls.
- Making the experience not too lengthy.

## Treasure Hunting

Once upon a time, there was a treasure island.

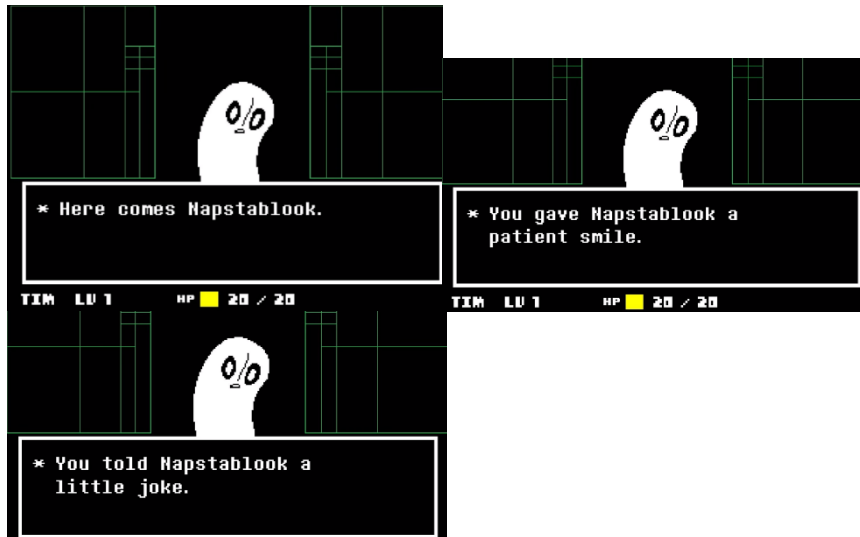


The player plays as a brave adventurer, going on a journey to the treasure.

On his way, he needs to collect 7 pieces of a key to the treasure from 7 monsters.

These monsters are powerful. But they are not scary at all. They are actually very friendly and emotional. By communicating and giving honest answers to their questions, the player can make friends with them and pass with ease.

Example:



What we think is good about this:

- Create really cute, emotional, friend-like monsters that children can connect to and share their emotions with.
- Kids love adventure games
- Treasure finding as a goal can be very stimulating
- Mini games can be added to make it more fun
- Kids can customize their own hero and feel more attached to it

Things to be considered:

- Need a logical explanation why monsters love to ask serious personal questions
- Process of whole game might be a little bit long to tell a good story

## Everyday Experience

This idea is based around real life and does not involve any fantasy characters or settings. We hope to introduce a setting which is familiar to the kids and one that they can associate with for e.g. playgrounds, classroom etc. The experience can occur directly to the player or to a friend that they are helping / nurturing. The direct experience can elicit a more personal response. The friend approach avoids confrontation and does not put them on the spot.

Characters will be named at the beginning to give them a personal touch and we can also provide customization to promote diversity.

What we think is good about this:

- Familiar settings
- More intimate / personal dialogue possible
- Kids will not be confused by the characters or story

Things to be considered:

- Tough to design scenarios
- Difficult to maintain interest
- Kids may not provide honest answer in such settings

Example:

The friend breaks a vase but tell his mother. Mother comforts him and praises him for being honest. \*Enforces honesty at the beginning\*

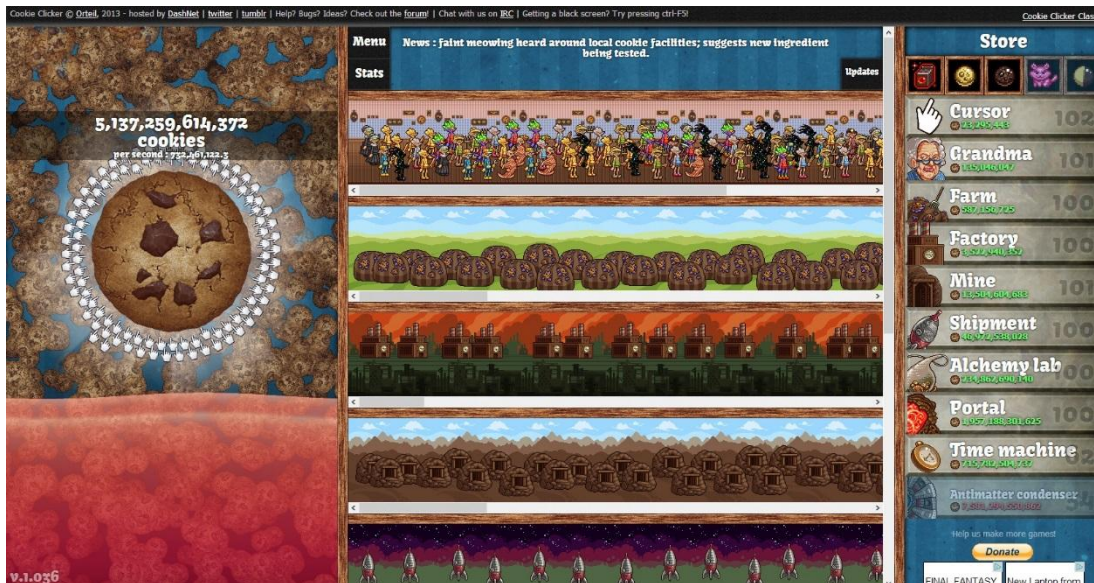
A bullying / fight scenario is shown in the playground. At the end of it, a question is asked checking if they easily get into arguments or fights.

## Gamification

This is a play focused experience, kids will get reward by completing questions. Here are some examples, we will playtest and see which kind of game kids like the most.

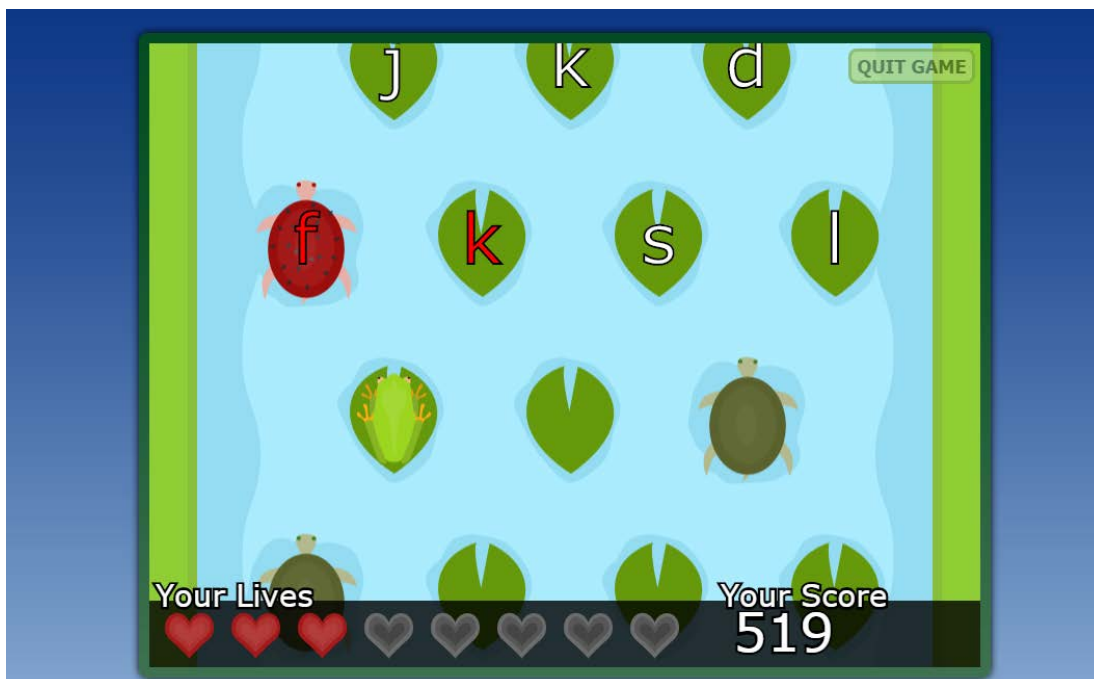
### Cookie Clicker

Kids get reward and upgrade in the game after answering the question.



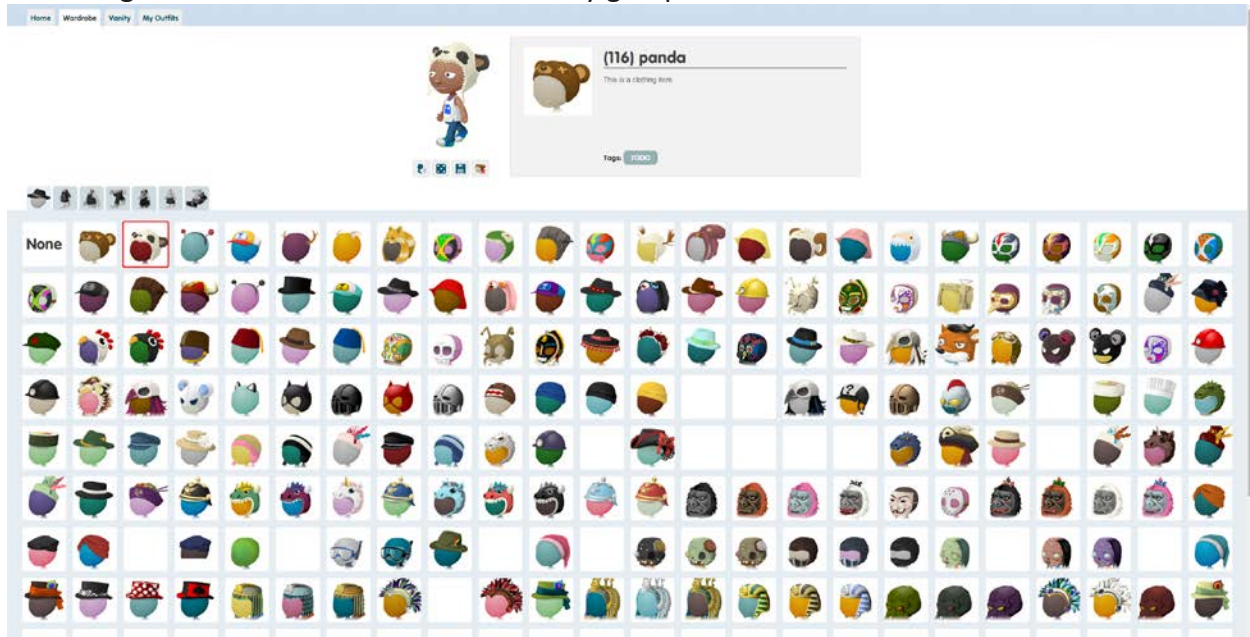
### Puzzles (typing game)

Kids find out questions by solving the puzzles and answer to it.



## Customization

Kids will get item for customization after they get questions answered.



What we think is good about this:

- Game is interesting, kids love to play!
- Kids will be more relaxed when answering questions in game.
- Kids will get used to answer questions gradually
- Giving real awards after finishing games will give more motivations to the kids

Things to be considered:

- Kids may populate random answer to the questions.
- Need more playtest
- Add some questions to test if the kid is telling the truth or not