# STEMPOWER NEWSLETTER
WEEK 11 - SLEEPY BUSY PARTY

After discussing the current state of Sleepy Busy Planet with some faculty members we came to realize that the game still has some problems that need addressed. It is a somewhat complex game and requires the player understand the concept of time zones, but teaching time zones is not part of our research or our educational objectives. We have decided to spend our efforts that were going to be on sandbox mode on building a new prototype to stand alongside and complement Sleepy Busy Planet, and Sleepy Busy Party is the result.

Sleepy Busy Party gives the player more fine grained control over spinning the globe and asks the player to make it be a specified time for the lone character standing on the globe. This helps eliminate potential confusion about multiple characters on the globe in different time zones. The game slowly takes away educational scaffolding such as the clock and time of day markers around the globe as the player gets answers right, and will bring these pieces of scaffolding back if the player starts doing poorly and gets too many answers wrong. As players get multiple right answers in a row, the current character will get sent to a big party at the end of the game and a new character will appear on the globe to take their place. The more answers the player gets right, the more characters get unlocked and show up at the party.

We did some A/B testing of both Sleepy Busy games on Thursday at a remote playtest with seventeen third graders in Athens, Ohio. We are still waiting to get back full post game survey results, but the response to the game as described to John over the phone by the teacher was very positive. Our games kept the full class busy and engaged for an entire 40 minute time slot. Sleepy Busy Planet was slightly more popular then Sleepy Busy Party overall, but multiple students asked if they could play both games more at home. We also got lots of positive feedback about the art style on the characters as well as the time requests machine on the bottom right of the screen. We'll have more detailed feedback in next week's newsletter. You can check out the new build of Sleepy Busy Party now on ther Current Build page of our website.
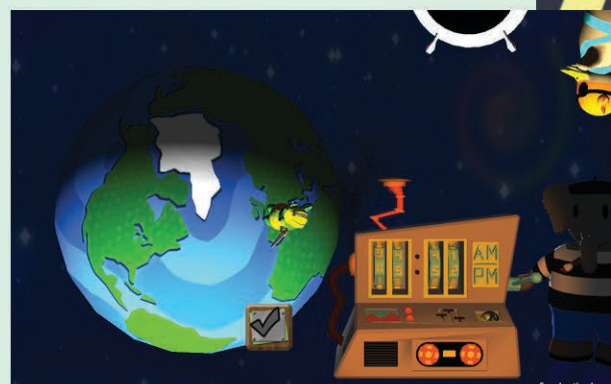
Some screenshots of Sleepy Busy Party