

Project 02

to know Me and to know You

Concept

Looking at others to find oneself.
Interact with others to make friends.

Background

Research shows that, kids may feel shy while socializing due to lack of practice, but role playing could help.

Experience

This board game could create scenes, characters, and accidents for them to practice. Parents are also strongly invited because it could be very helpful for them to notice their children's struggle and support them.

flip through video:
https://youtu.be/y4bb6Nz1E_4



Secondary Research

Concerns:

Parent's forum suggests: Depending on personalities and surrounding environment, there are some kids that are not as good as others about socializing.

They all gradually learn to be able to play with others through playing. But they are more excited to talk to their parents but less to each other.

Social Skills influence children's development.
Princeton, N.J. A 20-year study shows:

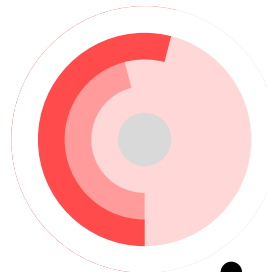
For every one-point decrease in a child's social competence score in kindergarten, he/she had:

- **52%** higher rate of recent binge drinking and 82% higher rate of recent marijuana usage;
- **64%** higher chance of having spent time in juvenile detention;
- **67%** higher chance of having been arrested by early adulthood;
- **82%** higher chance of being in or on a waiting list for public housing.

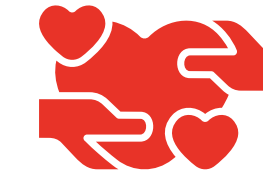


For every one-point increase in a child's social competence score in kindergarten, he/she was:

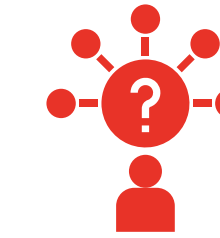
- **54%** more likely to earn a high school diploma;
- **46%** more likely to have a full-time job at the age of 25.
- **2x** as likely to attain a college degree in early adulthood;



Claire McCarthy, MD
Suggested how parents could help children built social skills:



- **Empathy.** Make sure that everyone in the family treats each other fairly and with kindness.



- **Curiosity about others.** Make a family habit of asking each other about their day, their interests, their thoughts.



- **Communication skills.** These days, devices endanger the development of those skills.



- **Cooperation.** Do projects, play games, and do chores as a family. Work together.



- **Knowing when and how to apologize – and forgive.**



Primary Research

Children's park observation:

There are children who play together and there are children who play alone. For kids that do play together, they usually start by just joining other's play.



Wonder round and seek chance to pick other's toys or balls



Wonder round and wait for others to participate



Randomly throwing balls at people's direction



Wonder round and seek chance to pick other's toys or balls



Interview

Parents need to help:

Some kids face problems and struggles during socializing, and usually they won't ask it out themselves. But there will be grown ups showing up and discovering their emotions and struggles and helping them.

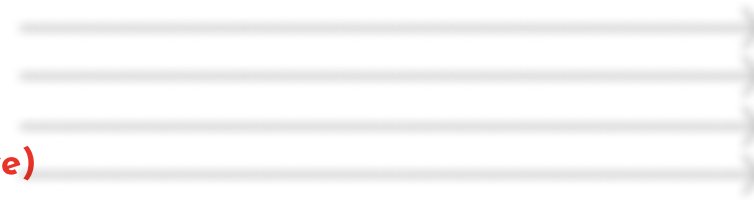
Some parents are not good at socializing either but kids could learn from socializing:
"They probably learn it from each other or just from being a kid."

8 year old's are starting to be aware of socializing, and:
"They probably start to think about that (socializing) at 8. Kids at 8 are very active. That means they need to move around instead of sitting down."

Insights



Process of making friends:
 Want Someone to play with. (motivation)
 observation (empathy, curiosity)
 Participation (Communicating, cooperation)
 Maintain (regulating emotions, apologize and forgive)



Users Portrait



How can I play with them?

How can I help?

For children and their parents.

8-12 years old.

Encounters social activities daily and feels shy about it.

More aware of social relations.

But they are very active at that age as well, so games should allow them to move around. (Interviews with parents and babysitters)

"shy children"

Parents create a great influence. And parents also have an important role in discovering kid's struggle and help.



Game procedure:

A role play targeting kid's needs of attention
 Join the play by looking how others play
 How to smoothly join in and react
 Assign random accidents for kids to solve



Social skills could be built through play:

Aghajani Hashtchin Tahmores found in their study:
 Play, play therapy and even type of toy will **increase the social skills** of children 3-12 years old.



The studies followed children (elementary school aged) and adolescents (high school freshman) receiving one year of either **acting** or other arts training **plasticity in empathy** and theory of mind.
 --Thalia R. Goldstein & Ellen Winner (2012): Enhancing Empathy and Theory of Mind, Journal of Cognition and Development

Social psychology: In order to build relationships, one need to have curiosity towards others.

Opportunity

There are shy kids that have trouble with socializing.



Therefore, this game could:

- Besides disabilities, this could also be **lack of practice**, and shy parents. Nowadays, this problem is more severe, because a lot of our social events are internet based.
- Research results show that parents show interest in helping. In addition, **parents have the responsibility** to notice kids struggling with socializing.
- Research also shows : Social skills could be improved through practicing. **Role playing could help.**

- Help children recognize relationships.
- Establish the existence of others and connections.
- Deal with problems as a practice.

Design Concept

A board game with parents or friends.

Practice interacting with other people. A chance to know more about your parents or friends.

An improvise role play.

Play a role, react to accidents, and complete the scene together.

Learn how to join a game, how to face problems.

3 different maps

From home to school to a public space. Practice social skills facing family, friends, teachers, animals, and strangers.



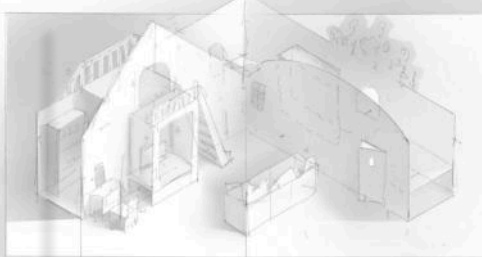
Through this form, this game gives kids a chance to feel more confident while socializing.



Game Work Flow

1. Choose a scene

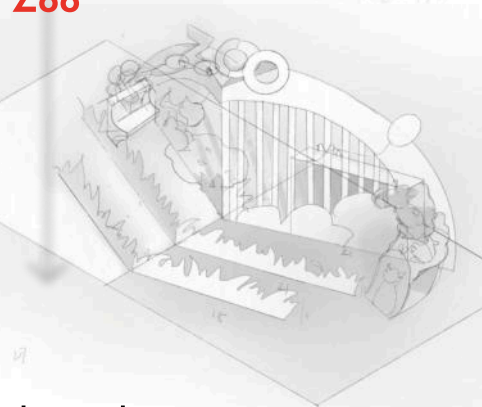
Intimate
Home



School



Zoo



Extrovert

2. Set up Character and Question/Answer cards

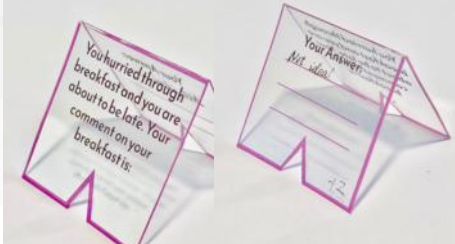
Write answers before the game. Erase after the game and reuse for next time.

Set score among +1, +2, or +3. Determine by the difficulty of answers you created

Character Card



Question / Answer Card



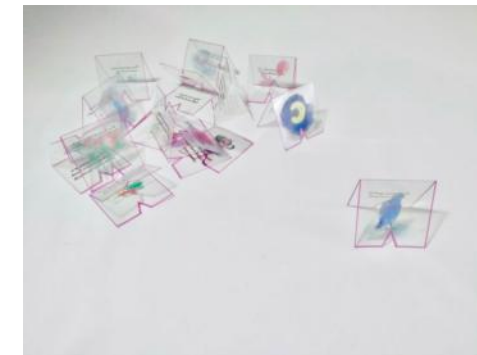
3. Draw a Character Card

4. Other Players can join

Observe the first player's act, and join to interact as yours.

5. Draw an Accident Card

React to this accident as the character you are playing.



6. Draw from the Question/Answer Cards

You have to read what you wrote in the play, and justify that comment.

7. "Scene"

Let the show go on until you think it's a good end. Players can draw more accident cards and answer.

8. Calculate Scores

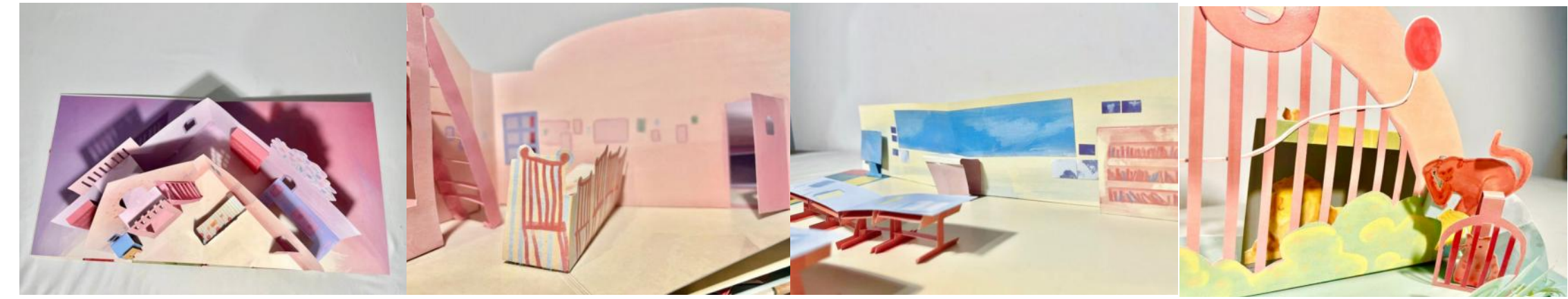
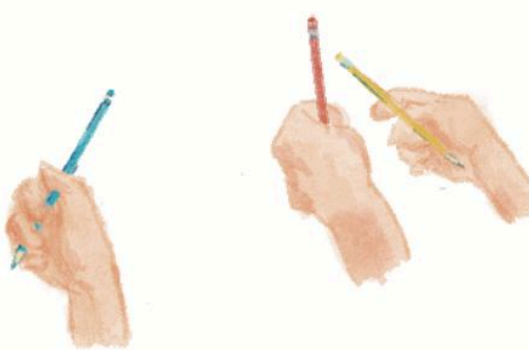
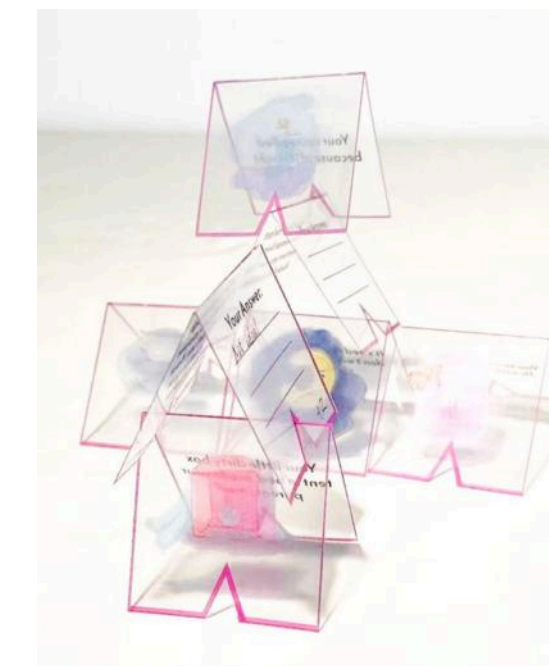
Score values of each cards could be written prior to the game, and could be add up to compete or cooperate with other players

Visual Elements

Accident Card

Question/Answer Card

Character Card

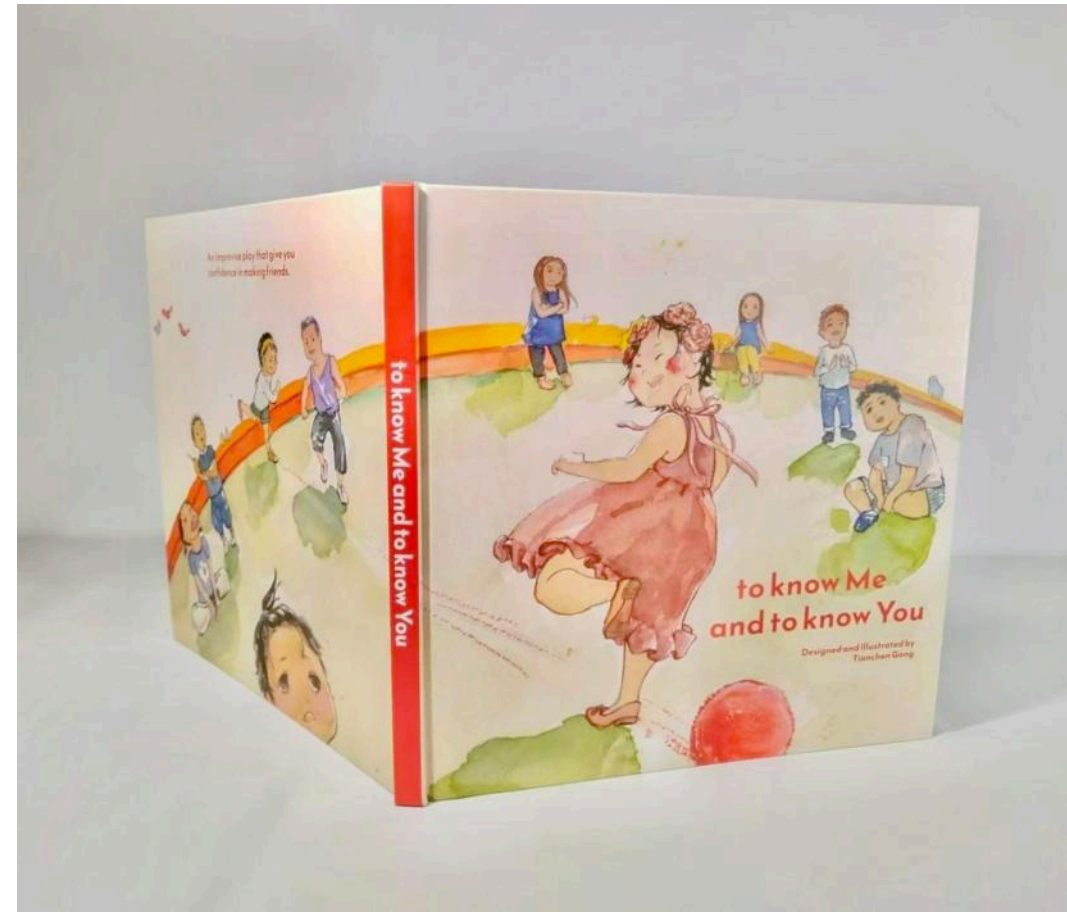


Each scene is made into a pop-up book format, to be more vivid, and portable.

On each scene, cards could be stacked and placed inside the scene. Players are also building upon the scenes.



Outputs



1. Choose a scene

2. Set up Character and Question/Answer cards



3. Draw a Character Card

4. Other Players can join

5. Draw a Accident Card

6. Draw from the Question/Answer Cards



7. "Scene"

8. Calculate Scores



User Feedback

- The book is pretty, there's a lot of details to look at.
- It's kind of surprising that this is a game to play with, maybe make a package that's more like a board game.
- Stacking cards is interesting.
- Compared to acting, it's more comfortable and easy to start with conversations. For example, instead of acting what to do when a bird flies in, they tend to talk about a bird they saw yesterday.