

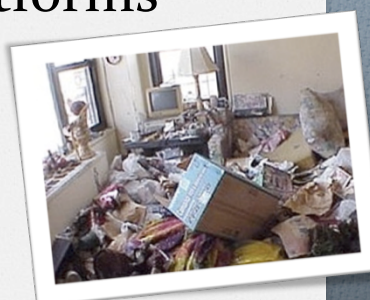
## Target Users

- Compulsive hoarders
- English speakers
- Older age group
  - Adults
  - Middle age
  - Seniors



## Delivery Platforms

- Web based
- 2D
- Flash
  - Accessible by many people
    - At home
    - In therapy
      - Hoarders might not have internet access



## Learning Objectives

- To help people identify what they don't need
- To get people comfortable with the idea of throwing away objects that won't be used again
  - Teach them to become less emotionally attached to objects
- Promoting organizational skills
  - Sorting things into categories
- Gradually throwing away items
  - Start cleaning up one room at a time

## User Interface & Environment

- Photographs of rooms
- Photographs of junk added to them, which the player removes
- Vector art for the GUI
  - Trash bin, move bin, etc.





# Interactivity

- Point and click
- Spotlight mechanic
  - Spotlight slowly moves across the room in a predictable pattern
  - Can only sort with things in the area illuminated by the spotlight
    - Promotes focusing on one area at a time to prevent being overwhelmed (baby steps)
    - Acts as timer mechanic (speeds up on later levels)
  - Trash can, bin for things that belong in a different room, and keep bin
  - Get point for correctly sorted items
    - Beat level if your score is high enough
  - Every object in the spotlight shows a brief description upon which the player bases his or her keep/throw/move decision
- Rooms get less grungy and gross and more bright and pristine as players clean up







## Gameflow/Narrative

- You are a hoarder trying to get rid of your junk
- Have to start clearing out various rooms in your dwelling
- Questionnaire
  - Could gather information about the player before starting
  - Determines what the rooms look like
  - What kind of things they have
- Throw out progressively larger items
- Progress through levels triggers events
  - Guests (friends/family members) visiting
  - Uncovering items that are actually useful/good to have

## Questionnaire

- Male/Female
- Age
- What kinds of things you have in your home
  - Newspapers, collections, broken things, etc. (check all that apply)
  - How much stuff in each room
- The results of the questionnaire determine the contents of the rooms
- Also have the players rate rooms in terms of organization to gauge their initial conceptions of dirty and clean and repeat this after the game is finished.

## Example Levels

- Closet
  - Tutorial level
  - Can skip for multiple play-throughs
  - Corrects errors, explains why each item goes in its bin
- Bathroom
  - Player needs to use the bathroom, but there is stuff in the way
- Bedroom
  - Player wants to sleep but can't see their bed anymore under the sea of trash
- Living Room
  - The player's family is coming over
- The Kitchen
  - Hungry, but can't cook with junk on the stove and counters

## Paper Prototype Construction

- Background image = empty room
- Four pieces of A4 paper taped together.
- Items
  - Paper cutouts of items
  - Have short one line descriptions
- Flashlight
  - Used as the spotlight
  - In a dark room, everything inside the ring was where the player could select items from
- Post-it Note Bins



## Paper Prototype Iterations

1. Random flashlight movement in slow speed (2 inches per second)
  - Items randomly placed, overlapping
  - Bins were roughly the same size as the items
    - Put the items on top of them, caused problems because players couldn't read the labels anymore
2. Changed flashlight mechanic so that it went through a predetermined path
  - Travelled along a serpentine pattern at around the same speed (constant 2 Inches/sec)
  - Added a "Keep" bin for convenience and to get stuff off of the screen.
3. The Flashlight would move to an item and stop until they sorted the item.
  - Too easy, no challenge.





## Paper Prototype Iterations

1. Changed the bins, added another post-it note underneath the ones with the labels on them.
  - Let the players see what the bins were after they placed the items
2. Moved it to a darker room, changed how we defined what was inside the spotlight
  - Everything inside the ring as opposed to the burry light in the middle
3. Item would move to a specific spot and wait there for about 3 seconds before moving.
  - Started at the top-left, moved to the top-middle, then to the top-right and then to the middle-left
  - Players thought this was the most fun.



## Assessment

- There is a built-in pretest and posttest in which the players rate the state of messiness of pictures of homes.
- We would assess the state of the homes of the players for improvement before they play and for regular periods after.
- The score also acts as an indicator of the players organizational skills.

Questions?

