

Tasker

A serious game for procrastination

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Introduction

- Tasker is a serious game designed to help the player overcome procrastination.
- Summary of the game:
 - Study for an upcoming exam
 - Face certain procrastination factors
 - Manage the energy and time for the character
 - Goal for character - Get his tasks done, increase his intelligence level, perform better on the final exam

Needs Analysis

- Procrastination is detrimental for one's life and health
- Time must be used wisely
- Helping players to understand and solve the problems as following:
 - Lack of focus
 - fatigue
 - Helplessness in the face of complexity, not knowing where or how to start
 - Fear of the outcome
 - Rebellion and laziness
 - Lack of motivation
 - Perfectionism

Learning Objectives – Task Analysis

- Understanding some of the factors that cause procrastination
- Understanding how to overcome certain factors which contribute to procrastination
 - Lack of focus - Avoiding spending too much time on distractions, such as games, TV, and comics, and focusing on their work.
 - Fatigue - Taking breaks
 - Complexity – Breaking the work down

Target Audience & Platform

- Target Audience
 - College students who might have procrastination issues
- Platform
 - PC – Windows/Mac

Game Mechanics

- Scheduler
- Studying
- Distractions
- Time & Stamina
- Scoring
- Real-life tasks

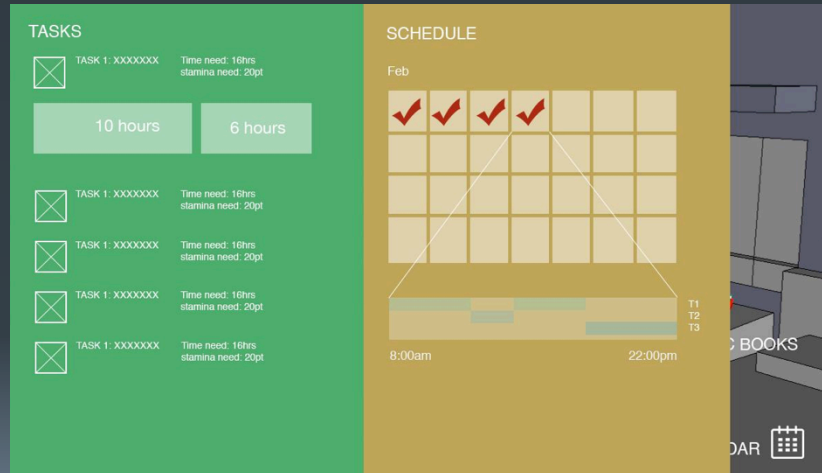
- Inputs

Concept Art

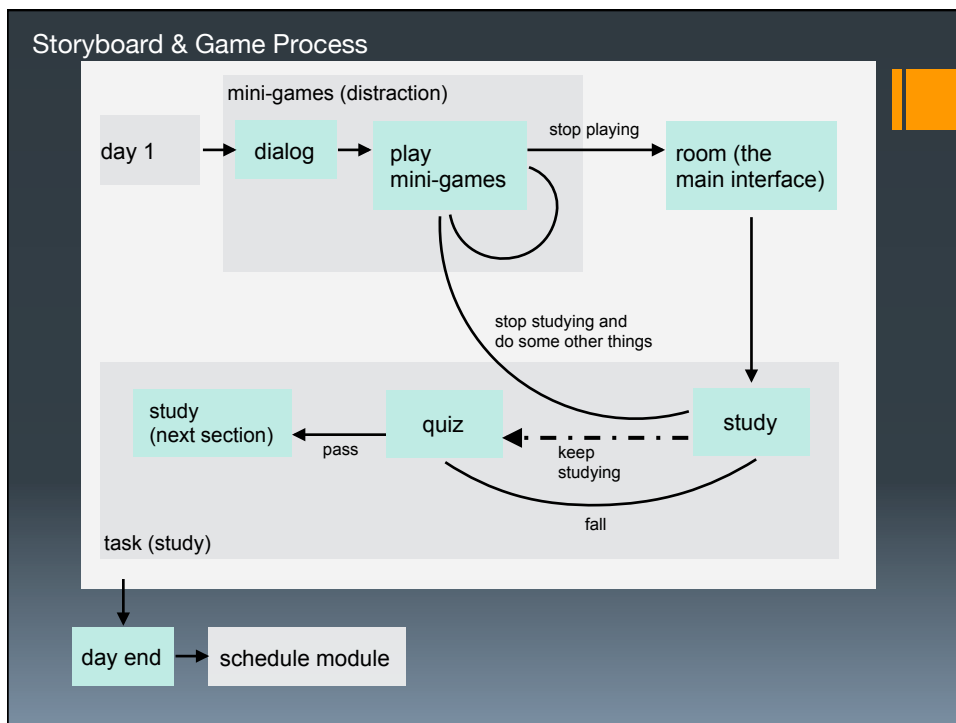
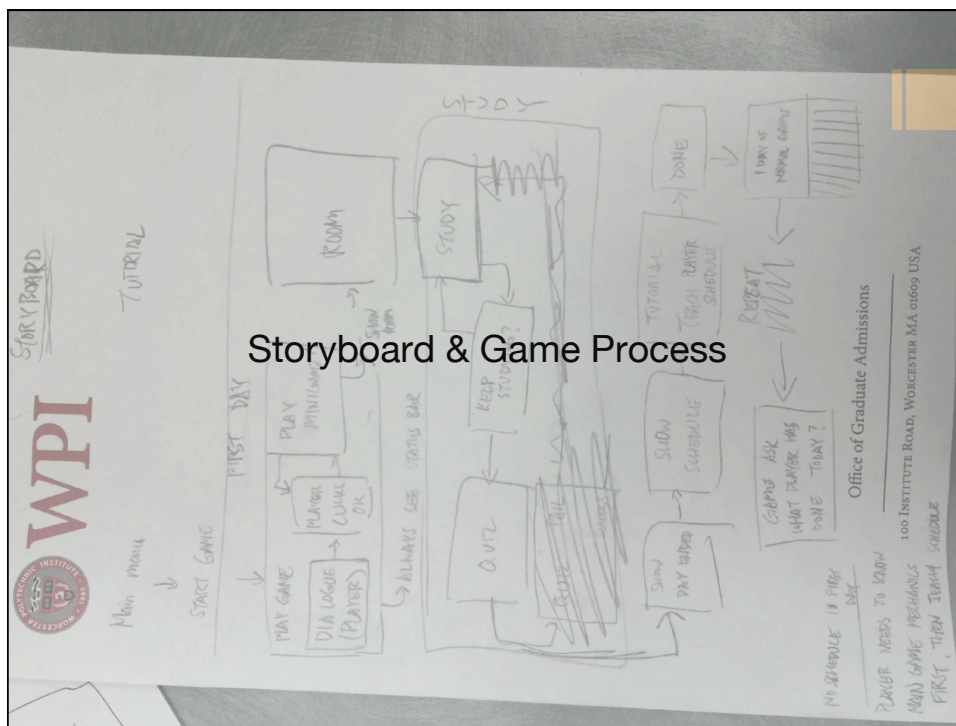


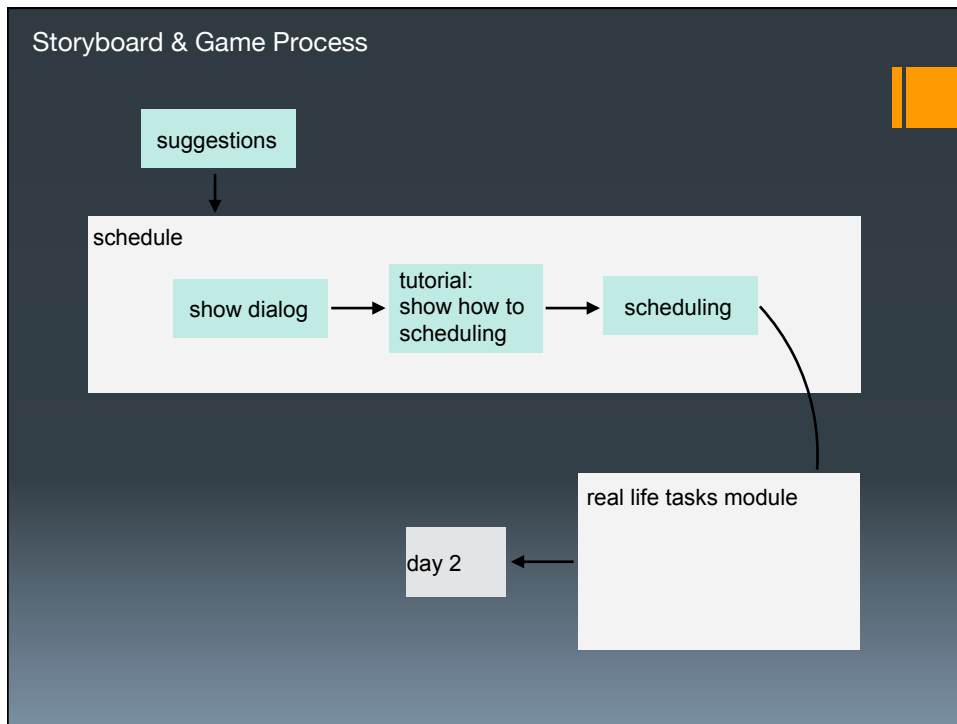
Main Interface

Concept Art



Schedule Module





Assessment

- After each day's play session, the game asks the players to update a schedule of their real-life tasks and give them feedback how efficiently they have done
- At the very end of the game, the player find out how the character do in the game

Paper prototype



Stamina and Time



Scheduler

Task A	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Day 8	Day 9	Day 10	Day 11	Day 12	Day 13	Day 14

Room Interface

Games +1 Stamina -2 Time	Study -1 Stamina -1 Time
Comics +1 Stamina -2 Time	Nap +3 Stamina -3 Time



Study

- Simple readings about procrastination
- Each page takes one “Study” action
- Quizzes every few pages to make sure the reading is done



Games

- Simple mazes and reflex games
- Played one after another until the player chooses to stop, using time for each one

Comics

- Read some of a comic
- Each page turn uses another action

Nap

- Simply pay 3 time for 3 Stamina

Feedback

- Player doesn't know if stamina stacks (carry over) to the next day.
- Not much usage of naps in first playtest.
- It may not be possible to finish Task A after opening mystery box.
- Player felt unfair/confused about the game after opening mystery box or playing mini-game.
- Rewards in first playtest felt unrewarding.
- Post gameplay assessment may be required.

Feedback (continued)

- Player asked what other objects can be in the mystery box; Might need to explain about the contents beforehand.
- Player suggests that the more quizzes gotten right, the more unlockables can be unlocked (extra minigames, etc.)
- We asked ourselves if we need to add more attributes to the protagonist. Player suggested afterwards that attributes added can be for multiplayer experience or single-player with sharable social media info.
- Need more playtests to assess the action attributes (stamina and time) for game balancing.

Postmortem

- Games for behavioral changes is definitely hard
- Research before designing is helpful
- A lo-fi prototype can keep the player focus on the game flow and mechanics instead of graphics
- It was sometimes difficult to get everyone in the right place at the right time to get work done
- For future testing, the rules must be made much more clear to the playtesters
- The game needs to be much better balanced, as it felt unfair during playtests

Thanks!