

# ED Workshop

## Useful Games



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# Design Process & Technical Exercises

- **Design process and technical exercises are organised in parallel**
- **Technical exercises are organised weekly, and supervised by tutors at Sähköpaja space**
- **Assistants are available at particular times**
  - This week at least Thu 12-14 & 14-16, Fri 10-12 (link on MyCo)
- **Exercises are found on MyCourses (at Sähköpaja the printed instructions will be only in Finnish)**
  - You don't need your team in the exercises – grouped on the spot

# Get a Dedicated Assistant

- You should negotiate with the assistants at the Sähköpaja space that one becomes your team tutor over the spring

# Common Sessions

(tentative schedule)

## ED Workshop (Wednesdays 10-12 @TU5)

1. Kick-off
2. Useful Games Workshop
3. Ideation Workshop
4. Gaming Workshop
5. Physical Forms Workshop
6. Concept Review
7. 3D Modelling Tutorial
8. Team Tutoring
9. Team Tutoring
10. Team Tutoring
11. Team Tutoring
12. Prototype Presentations
13. User Testing workshop

## Sähköpaja (Mondays 10-12 @TU2) in FINNISH

1. Introductions
2. Teaming up, Arduino examples
3. Basics of Arduino programming
4. Sensors
5. 3D printing and OpenSCAD
6. Aalto Ventures Program (AVP)
7. Aaltonaut, prototyping
8. Arduino buses (SPI, I2C, UART)
9. Radio technology and Freakduino
10. Arduino radios
11. Laser cutting, PCB making
12. Basics of electronics
13. User interfaces, measuring tools

# Project Wiki

- **Wiki is used for documenting the key phases and outputs. It should include:**
  - Team introduction
  - Focus of the team
  - Presentation files (with pictures of the process)
  - Links to (re-)sources (code, schematic)
- **Link to Wiki pages is found on the course MyCo page**
- **The Wiki pages can be filled later in the project**

# Learning Diary

- **Remember to keep writing your thoughts!**
- **Wiki can be done later, but you need to document carefully. Diary is a good way to document the process in your own point of view – with additional personal reflections and resources.**
- **Learning diary is your individual process & outcome whereas the Wiki is a team thing**
- **And keep track of time use with the hour sheet**

# The project

- You will be creating your own “Useful Game” in the project
- It needs to use “Physical Computing”, e.g. an embedded device with a microcontroller (Arduino platform recommended)

# About the design process

- Now we are studying the context of useful games
- It is important at this stage to hold jumping ahead into only one option, but to see the whole and draw inspiration



# Useful Games Inspiration

1. While you listen to the others - Make your own mindmap
2. We shall then consolidate these with analytical questions

# Questions on our material

- **What kinds of purposes are games used for?**
- **What kinds of elements can we identify?**
- **What kinds of dimensions can we find?**
- **What design spaces can be outlined?**

# Next time

**3 rounds of creative exercises á 30 min. facilitated by the teams**

**0 round:**

**Priming**

**1st round:**

**idea generation (Team 1), e.g. Brainstorming**

**2nd round:**

**idea analysis (Team 2), e.g. SWOT**

**3rd round:**

**idea evolution (Team 3), e.g. SCAMPER**

**(Keep in mind that we'll have a 'playing' workshop after next week)**

# Next time

Pick one method from here:

[https://www.mycoted.com/Category:Creativity Techniques](https://www.mycoted.com/Category:Creativity_Techniques)

<https://www.mindtools.com/fulltoolkit.htm>