ED Workshop

~~Physical Forms Workshop~~ Game Review

Aalto University
School of Electrical
Engineering

Salu Ylirisku

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Common Sessions

ED Workshop (Wednesdays 10-12 @TU5)

1. Kick-off
2. Useful Games Workshop
3. Ideation Workshop
4. ~~Gaming Workshop~~ Back to school WS
5. **~~Physical Forms~~ Gaming Workshop**
6. **Physical Forms Workshop**
7. **…**

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

Game Review

- **Prepare a quick physical mock-up of your game**
- **Demonstrate your game ideas to the others**
  - Preparations?
    - What are the preconditions for it to work, i.e. what must be done and set in place for people to play it?
  - How does the game start?
  - How do the users interact with the game?
  - How does the game end?
- **Feedback:**
  - Strengths, weaknesses? Risks?
  - Utility, feasibility, engagement?

Selecting your game

Which one of your ideas is the one to build?

Task for the next session

1. **Update your game description**
    1. Game idea, rules, gameplay – remember to be clear on utility!
    2. Add visuals of the game – what are the physical components?
2. **Choose the technical components for your game**
    1. Note: Budget max. 100€/team, low-voltage (<=12V), microcontroller (Arduino compatible) required
    2. You need to consult your team's assistant in this! (cc Salu)
3. **Create a state and flow diagrams for the game**
    1. Use draw.io
    2. Try different diagrams to find best for your current situation. Find examples online.

Reminder

- **You must have a team assistant**
  - Only one team has reported their assistant
- **You must return assignments on time**
  - Missing the deadlines / assignments -> reduced grade