

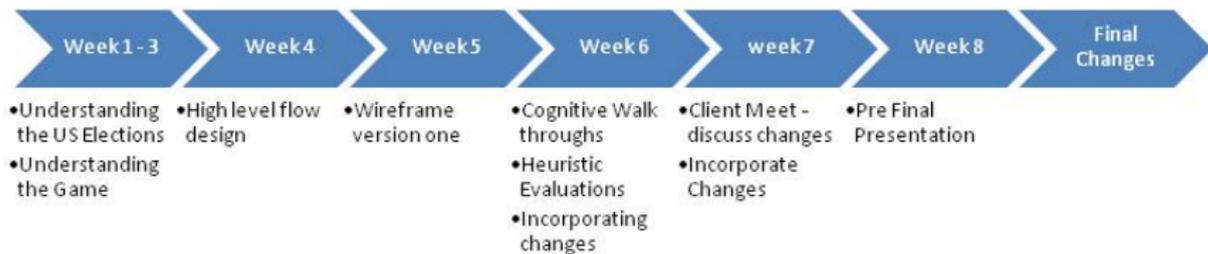
U.S. Presidential Elections: An online game

Team: Ankit Jasuja, Hsiao-Hsuan Yu, Lee Martie, Madhusudan C.S., Nikhil Rao, Vijay Krishna Palepu

University of California, Irvine

Oct 18, 2011

Timeline



What is it?

- A game that simulates US Presidential Elections
- An Educational Game
- “Learning with Fun” is our motto!

Week 1 - 3

- Understanding the US Elections
- Understanding the Game

What is it?

- A game that simulates US Presidential Elections
- An Educational Game
- “Learning with Fun” is our motto!



Week 1 - 3

- Understanding the US Elections
- Understanding the Game

What is it?

- A game that simulates US Presidential Elections
- An Educational Game
- “Learning with Fun” is our motto!



Week 1 - 3

- Understanding the US Elections
- Understanding the Game

The US Presidential Elections

Consists of four phases:

- The Primaries
- The Conventions
- The Presidential Campaign
- The Election Day



Week 1-3

- Understanding the US Elections
- Understanding the Game

Project scope

- The primaries
- The conventions



Week 1 - 3

- Understanding the US Elections
- Understanding the Game

Target audience

- **Advanced (Expert) Gamers**
- Casual gamers
- School Students
- Historians
- The curious



Week 1-3

- Understanding the US Elections
- Understanding the Game

Target audience

- Advanced (Expert) Gamers
- Casual gamers
- School Students
- Historians
- The curious

Week 1-3

- Understanding the US Elections
- Understanding the Game

Target audience

- Advanced (Expert) Gamers
- Casual gamers
- School Students
- Historians
- The curious



Week 1-3

- Understanding the US Elections
- Understanding the Game

Target audience

- Advanced (Expert) Gamers
- Casual gamers
- School Students
- Historians
- The curious



Week 1-3

- Understanding the US Elections
- Understanding the Game

Target audience

- Advanced (Expert) Gamers
- Casual gamers
- School Students
- Historians
- The curious



- Understanding the US Elections
- Understanding the Game

The rise of the internet: Our version

- Online
- Real-time
- Multi-player

Week 1 - 3

- Understanding the US Elections
- Understanding the Game

The rise of the internet: Our version

- Online
- Real-time
- Multi-player

Week 1 - 3

- Understanding the US Elections
- Understanding the Game

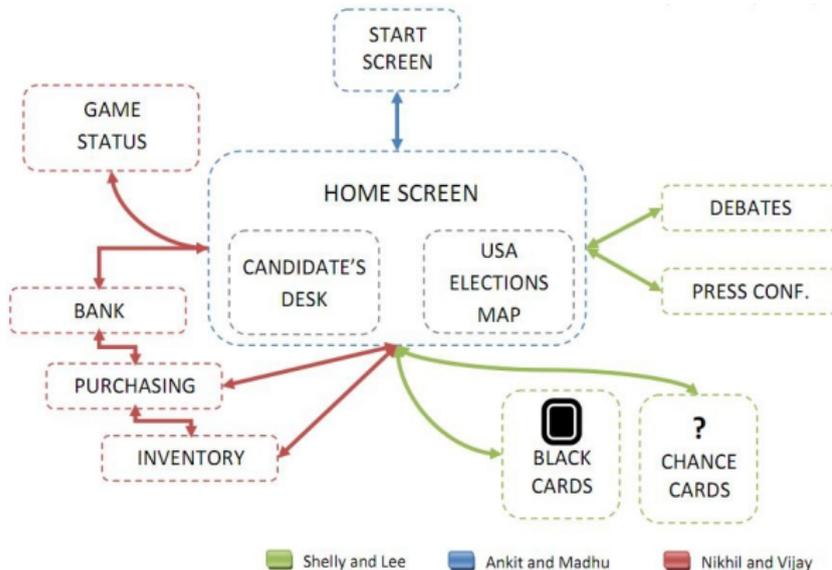
The rise of the internet: Our version

- Online
- Real-time
- Multi-player

Week 1 - 3

- Understanding the US Elections
- Understanding the Game

High level view of the flow



Week 1 - 3

Week 4

- Understanding the US Elections
- Understanding the Game

- High level flow design

The approach: Home screen

U.S. geographical map with overlaid elements



Week 1 - 3

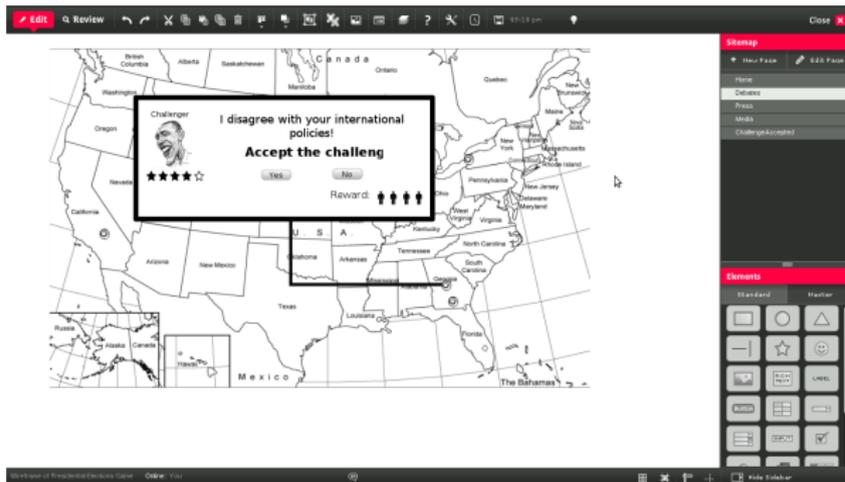
Week 4

Week 5

- Understanding the US Elections
- Understanding the Game
- High level flow design
- Wireframe version one

The approach: Tool

Wireframing using “Hotgloo”



Week 1-3

Week 4

Week 5

- Understanding the US Elections
- Understanding the Game
- High level flow design
- Wireframe version one

Gameplay timeline

- Phase I: The Primaries - 55 minutes
- Phase II: The Convention - 5 minutes



- Understanding the US Elections
- Understanding the Game
- High level flow design
- Wireframe version one

Gameplay timeline

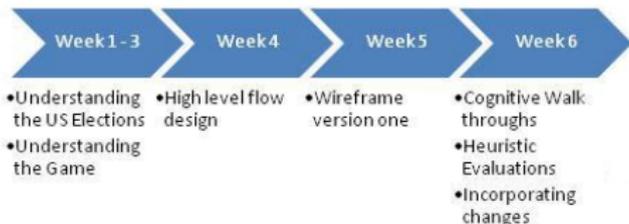
- Phase I: The Primaries - 55 minutes
- Phase II: The Convention - 5 minutes



- Understanding the US Elections
- Understanding the Game
- High level flow design
- Wireframe version one

Design Evaluation

- Heuristic testing
- Cognitive walk-throughs
- Expert opinion



Sub-teams

- **Sub-team A: Lee and Shelly**
 - Press, Debates, Chance cards and Black cards
- Sub-team B: Ankit and Madhusudan
 - Home screen: Candidate's Desk and USA Elections Map
- Sub-team C: Vijay and Nikhil
 - Game status, Bank, Purchasing, Inventory

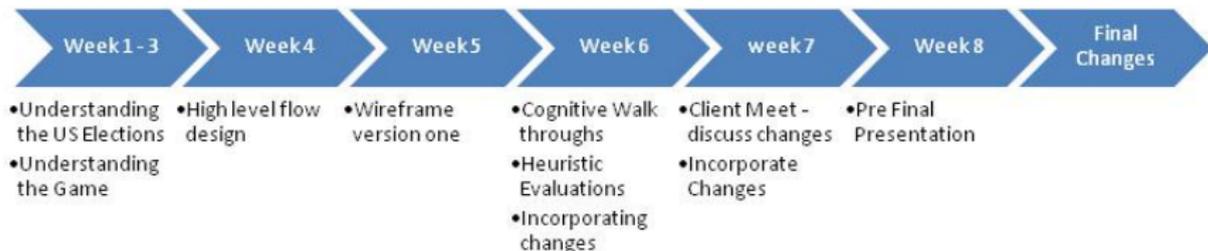
Sub-teams

- Sub-team A: Lee and Shelly
 - Press, Debates, Chance cards and Black cards
- Sub-team B: Ankit and Madhusudan
 - Home screen: Candidate's Desk and USA Elections Map
- Sub-team C: Vijay and Nikhil
 - Game status, Bank, Purchasing, Inventory

Sub-teams

- Sub-team A: Lee and Shelly
 - Press, Debates, Chance cards and Black cards
- Sub-team B: Ankit and Madhusudan
 - Home screen: Candidate's Desk and USA Elections Map
- Sub-team C: Vijay and Nikhil
 - Game status, Bank, Purchasing, Inventory

Timeline



NOTE: the process of creation and evaluation will be iterative throughout the course of the project

Questions?

Thank you!