Fear Of Missing Out

GROUP:BAD INTERFACE

WHO IS PRESENTING?

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Embrace the fear of missing out. When you face your fear you are taking away its power.

With our game, user takes time out. It's impossible to think clearly when you're flooded with fear or anxiety. Throughout the game, user is followed by guided meditation, pleasant surroundings and then facing the reality of social media(which is the common trigger for FOMO). In the final level user is facing all the negativity and beating it.
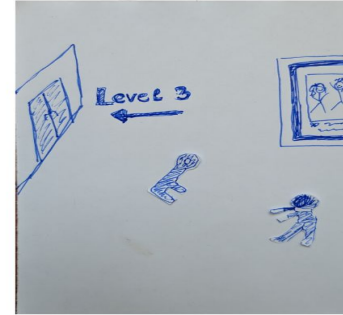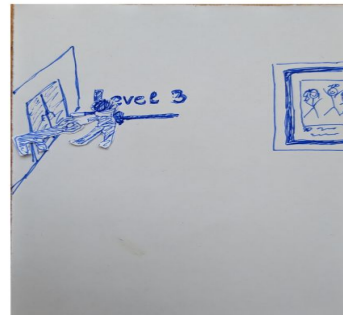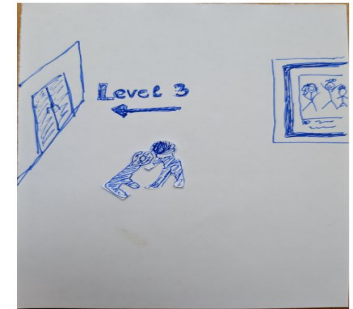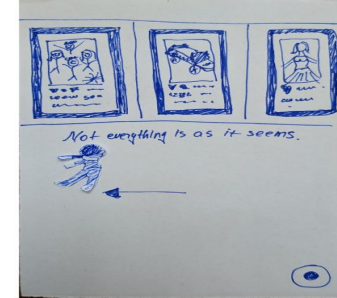
Sketches ✍️

We decided on a relaxing adventure game that would help the user feel present and empower him to tackle his fears.
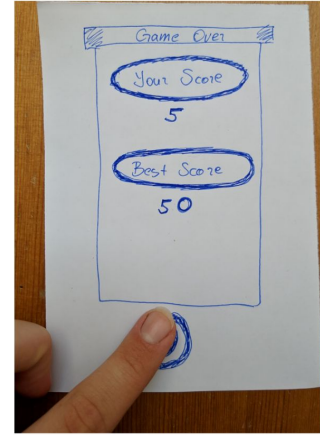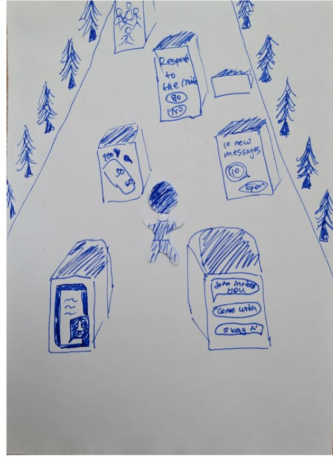
Sketches ✍️

We wanted a diverse game ,a game that wouldn't be boring yet not too dynamic

level3

Game Over
Your Score
5
Best Score
50

Game Over
Your Score
5
Best Score
50

Level 1 🤖

The user starts the game in a pleasant surrounding where he can enjoy cloud-like room and follow a guided meditation. When he is ready he can collect the key and move to another level by walking through garden
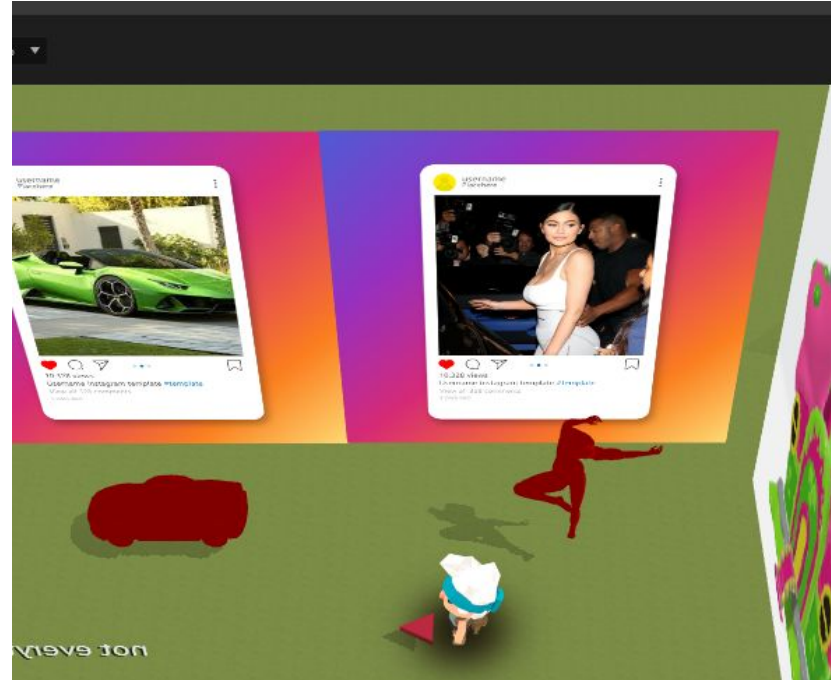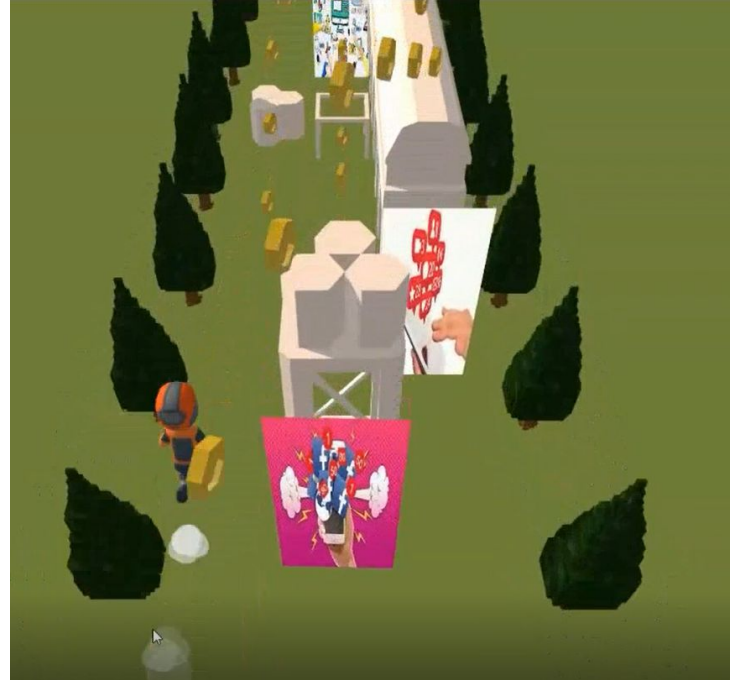
Level 2🤖

Walking through the garden user is pointed to the exhibition of "fake" where the false reality of social media is presented to the user. Social media is the most common trigger for FOMO.The user then can read a positive pop-up message. And when ready can collect the key and move to the next level.
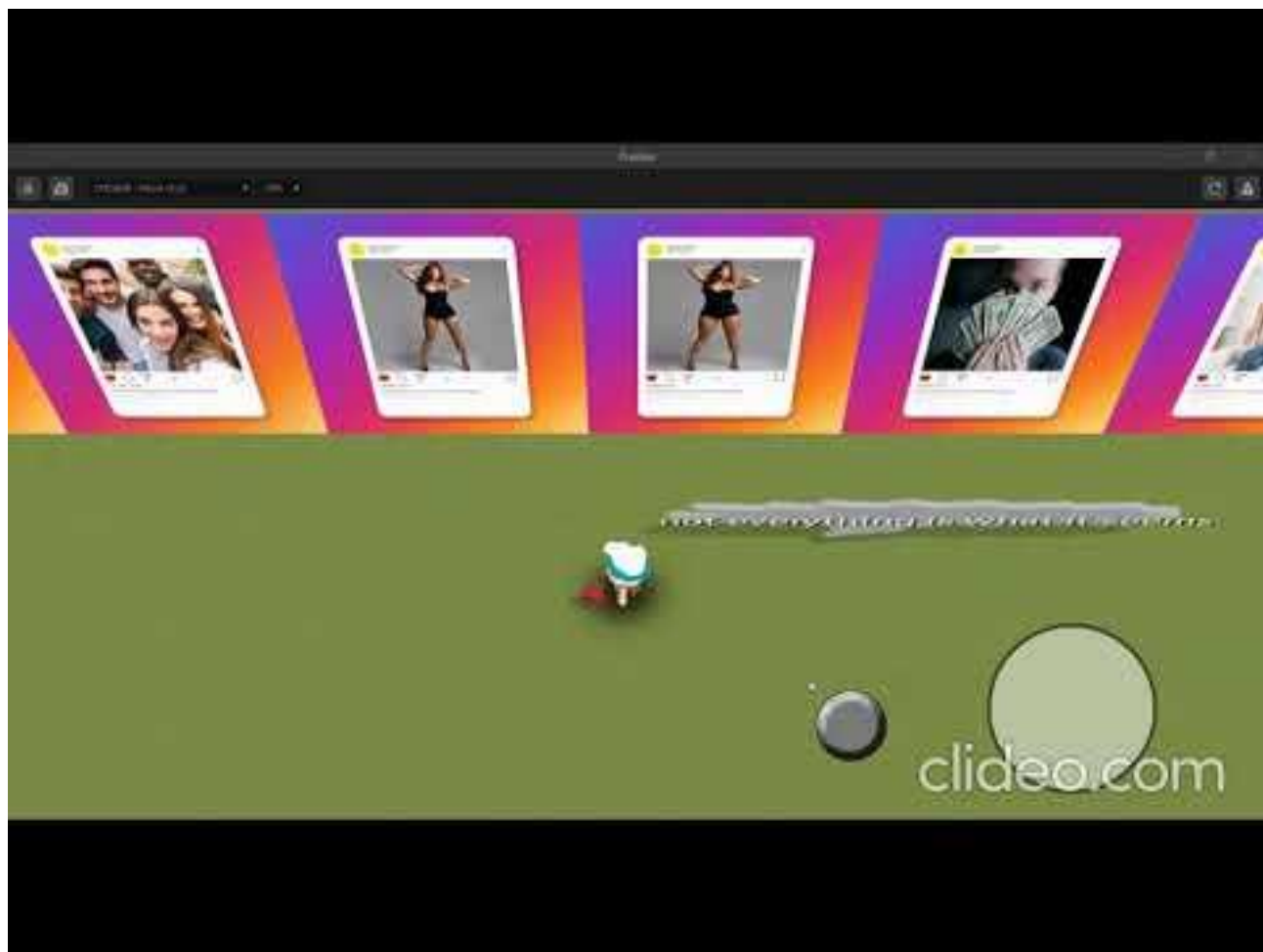
Level 3🤖

In the final level, the user is facing the "challenge". Through the action movement user can "defeat" all the "distractions" and temptations of the false reality which comes in a form of obstacles, which he must avoid and collect the coins. FOMO can be triggered in a person by many choices the person has, so trying to focus on the right choice for him may help overcome his fear of missing out on less important things. The more coins user collects the more control over the fear he has.

Game Testing 👩‍💻👨‍💻

For participants in our user testing due to COVID 19 restrictions we had our family members and 2 friends.

Participants: both gender included age range : 55, 60, 33, 21, 19

Different backgrounds, from little knowledge about technology to someone who considers gaming as a part time job (streamer).

Game Testing 👩‍💻👨‍💻

1. Feedback was about the speed of the person moving during level 1 and 2. Person 1 said it was too fast and was making them "nervous". We added more distance between the 2 levels, so the player can concentrate of overcoming their fear

2. Feedback was about the surrounding, the surrounding at the beginning was too brighter, person 2 and person 1 said it would be hard on the eyes if they played during the night

3. Feedback for the 1st level and the path to the 2nd level, users didn't experience any calmness, so we added a guided meditation

4. Feedback we have seen that all players were able to figure out what to do in-game. Also the controls were intuitive, no problems on how to move the character

Prototype overview✔

Feedback from game testing helped us understand FOMO better and improve the user interface.

Wizard of Oz: In the paper prototype we had to move the character to make it work

Hard coded features: The sound for the guided meditation was given, and all the pictures were manually added

Thank you! 👏👏