

FC Maccabi Famnit-BGU Presents:

# FomoVerse



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# Our Squad:



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# Value Proposition & Game Overview:

## Value Proposition:

“Sometimes it’s just in your head. Play it out.”

## Game Overview:

As FOMO is defined as a social anxiety, it is mainly considered to be a state of mind derived from social media, which amplifies the fun in every event.

“FomoVerse” tackles the psychological aspect behind FOMO and helps the user realize that not everything we think or see, is true.

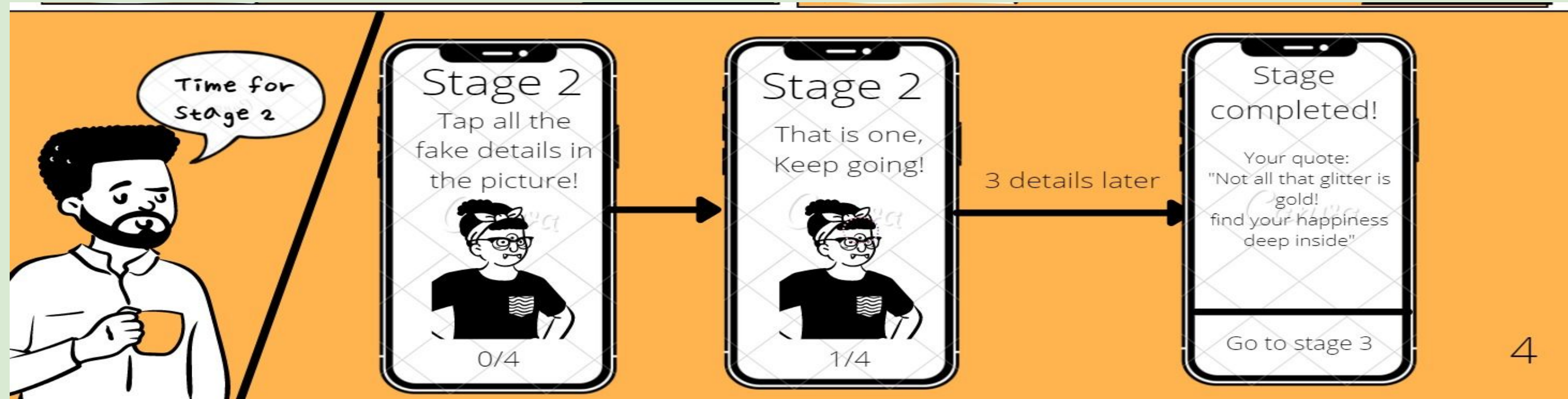
# Sketches & Designing

## Design Choices:

While brainstorming and talking over our idea, it was decided that the main objective was to make a playable, easy to use prototype. In accordance, we decided to keep the interface as simple as possible, with only basic instructions to lead the user.



# Sketches & Designing



# Our Game

Stage	Description	Playing Method	Reward
1	The user will choose the edited photo (referred to as fake) between a set of 2 photos.	Click and choose between 2 photos	The reward for completing each stage remains permanent throughout the game and is given in the form of short phrases. Those phrases are meant to remind the user that there is a lot of untruth in the experiences other people share, thus tackling the problem of FOMO.
2	The user will point out the edited parts in a single photo.	Click on the objects which seem unreal. A counter is provided to the user to track his progress.	
3	The user will be asked a question about a certain part of a photo.	3 possible answers are present, the user will click the one he thinks is correct.	

Link: <https://youtu.be/iKZFJk1QHSM>

# Game Testing

Participant No.	Age	Occupation	Gender	Recruitment Method	Testing Method
1	25	Student	M	Fellow BGU student	Each participant tried all 3 levels in buildbox without having specific instructions.
2	18	High school student	F	Inbar's sister	
3	62	Teacher	F	Noga's mother	



# Improvements

Participant No.	Difficulty Raised	Severity	Improvement
1	<ul style="list-style-type: none"> <li>- in level 3 there was no direction to the fake item</li> <li>- in level 1 the user suggested to number the pictures</li> </ul>	5	<ul style="list-style-type: none"> <li>- marking the fake items</li> <li>- added numbers to the pictures</li> </ul>
2	<ul style="list-style-type: none"> <li>- in level 1 the photos weren't side by side to each other</li> </ul>	3	<ul style="list-style-type: none"> <li>- put both photos next to each other</li> </ul>
3	<ul style="list-style-type: none"> <li>- in the end there was no indication for ending the game</li> <li>- the participant thought that level 2 was very long compared to the other levels</li> </ul>	2	<ul style="list-style-type: none"> <li>- added a screen in the end of 'good job' and ending the game</li> <li>- made level 2 shorter by taking only one picture for identifying fake details</li> </ul>



# Prototype Overview

## Limitations and Tradeoffs:

- Inability to use the premium features of Buildbox.

## Wizard of Oz Techniques

- No WoZ techniques were used.

## Hard Coded Featur:s:

- Images.

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Thank you for listening!

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