

Tapi 2 ShapeBook -News

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Learn about Fake News via Dark humor

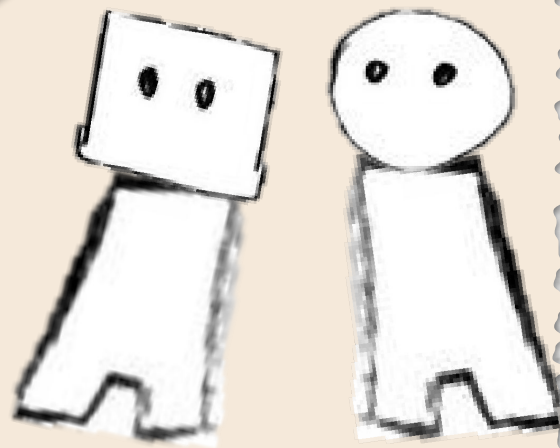
We become what we behold. We shape our tools and then our tools shapes us.

The rise of social media changed the way we perceive information, it has become the main source of news and often information there get distorted along the way.

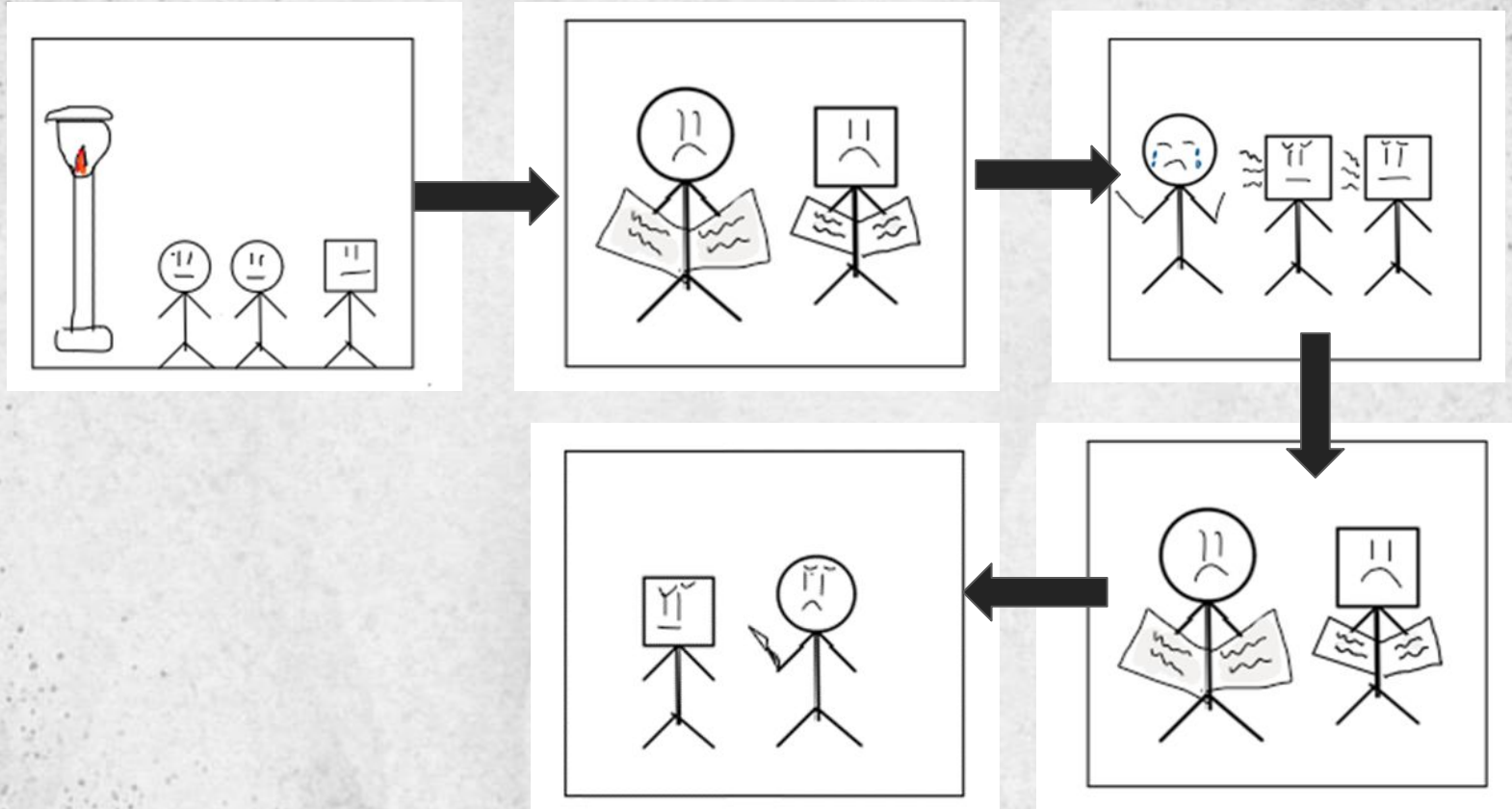
So we wanted to make a story about how news can shape our mind, and why fake news can be dangerous!



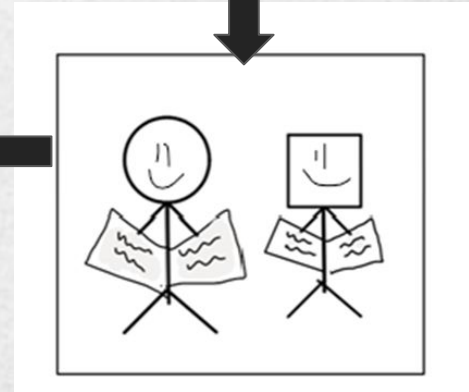
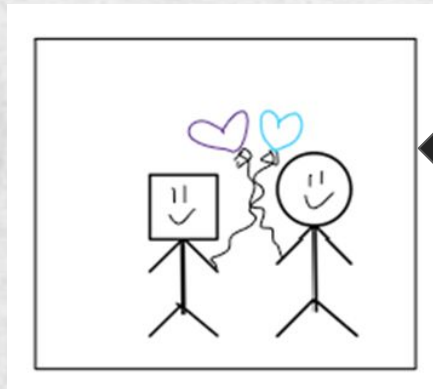
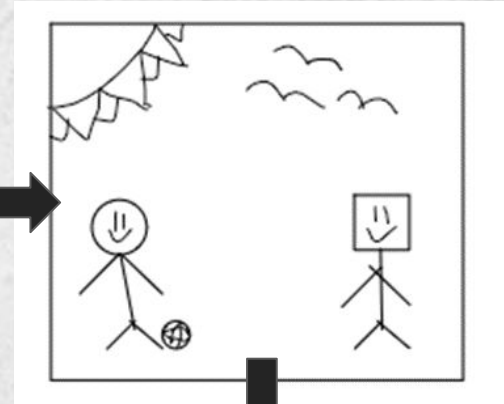
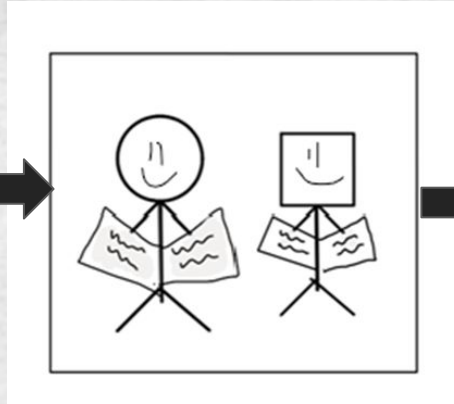
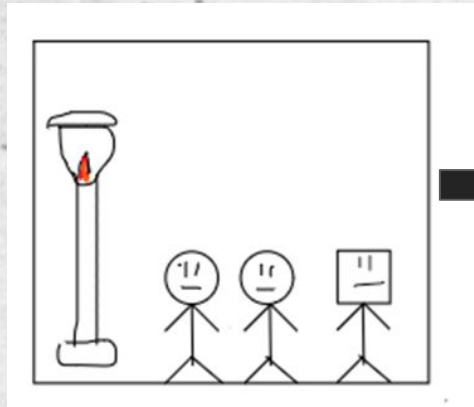
Sketches - personas



Sketches - storyboard evil branch



Sketches - storyboard good branch



ShapeBook-News



Testing and Methodology



Itamar, 26

Loved the game, enjoyed
the dark humor



Nir, 24

Was scared by some events,
but it impacted her
behavior



Itay, 25

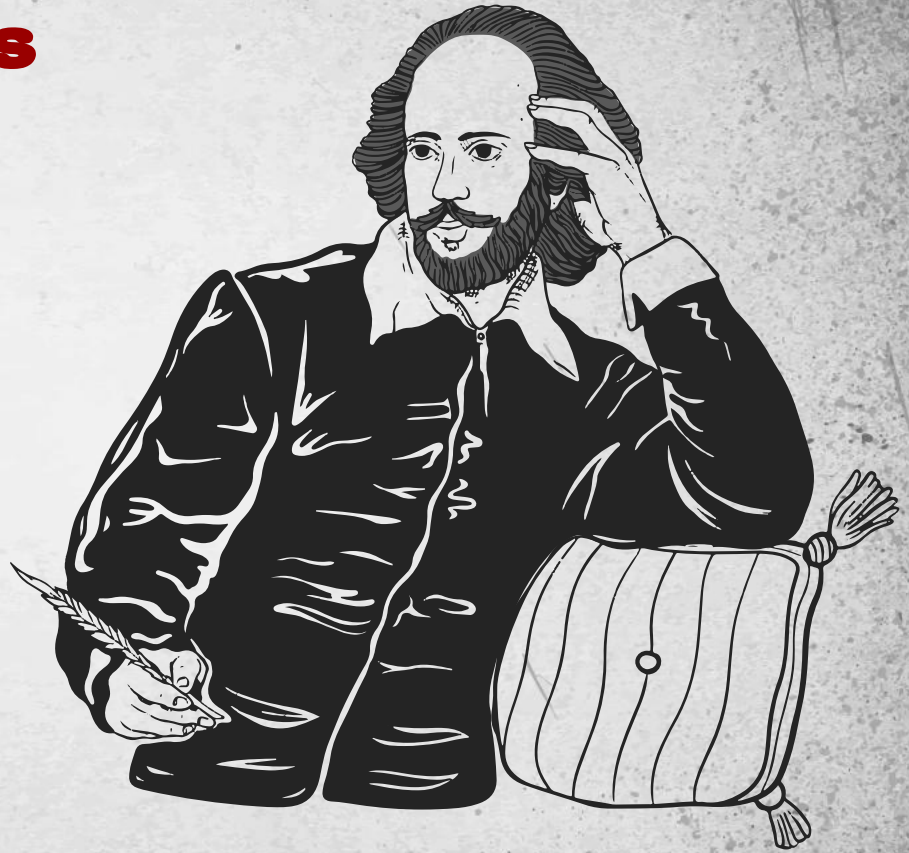
Like the platform and
enjoyed the design

What we learnt

What was good?	What we changed
The music gave a good indication if the action was good	We needed to give the player another indication to see how the public felt after reading the news
The aesthetic was simple and convey wonderfully the dark humor	We added the what is actually happening on the street
The story was rich and the player could go from the “ good branch ” to the “ bad branch ”	

Limitations tradeoffs

The happiness meter is currently static, but we plan to make it react to the story.



Wizard of Oz

We didn't use wizard of Oz technique
because we should the article game



Hard coded features

The happiness meter is now only a static image.



Thank you for your time :)

link