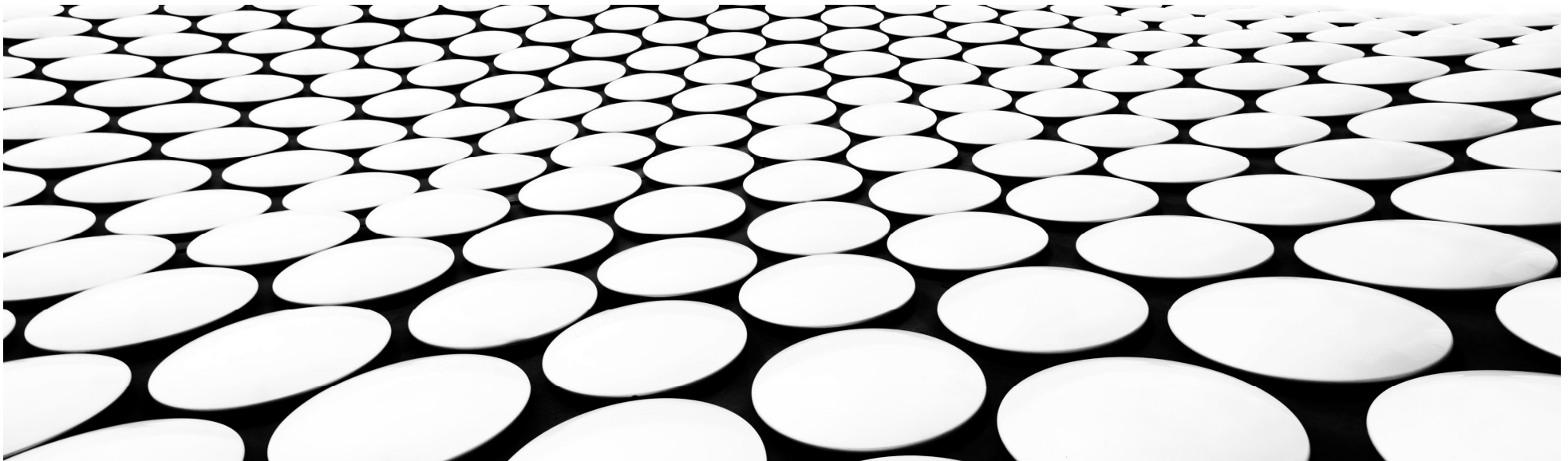


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# REDESIGNING DIGIPEN – COMPONENT ACCESS

EL SCHAEFER – DES360 FALL 2021



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## PROBLEM – INCOMING DESIGN STUDENTS LACK ACCESS TO PHYSICAL GAME COMPONENTS

- Rapid design periods leave little time to make or acquire quality components
- Locations to acquire components are either limited in selection or accessibility to students
- Systems development, design iteration, and playtest feedback can be muddled by limitations of and responses to poor components
- UI/UX focused students struggle to develop interesting work in early design courses
- Access to more varied components opens greater opportunities for more creative design



# POTENTIAL SOLUTIONS

## Current Options

- Purchase from game stores
  - Uncle's Games
  - DigiPen student store
- Make or adapt pieces
  - Pen-and-paper development
  - Craft stores, thrift shops, etc.
  - Old games
- Take or borrow pieces
  - Library
  - Professors
  - Other students



## Past Proposed Solutions

- Virtual development
  - Tabletop Simulator
- Provide more on-campus options
  - Improve student store offerings
  - Development kits
  - Supply components to students at no charge

## USER INTERVIEWS

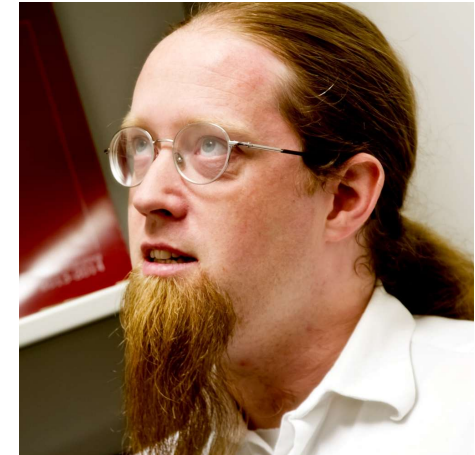
- 8 BAGDs of various cohorts were interviewed
  - Components were most often sourced from game stores (50%), borrowing (50%), craft and thrift stores (38%), and personal creation (38%)
  - 88% were either unaware of or unsatisfied with on-campus component offerings
  - 63% noted component access as a source of personal, academic, or financial stress.
  - 50% stated that their development process was dependent on their components
  - 25% of students preferred development in Tabletop Simulator
  - 38% of students wondered about passing on old components to students



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## STAKEHOLDER INTERVIEWS

- Design professors Jeremy Holcomb and Boyan Radakovich were interviewed
  - They encourage students not to be too concerned over UX, but do support greater component accessibility
  - Usually they suggest game, craft, and thrift stores
  - Both are against switching over to virtual development
  - Providing students with components has been proposed but not progressed due to financial/development concerns



## MY PROPOSAL: STUDENT-LED COMPONENT DRIVE

Students who have completed their tabletop design courses can donate remaining components to a collection run through the library, where current tabletop designers can source parts.

- Supporting Research
  - Jason Thiel, ASD President
    - Student-led initiatives have a notable success rate
    - Similar programs have succeeded in the art department
  - Iva Groudkova, Librarian
    - Program could be integrated into the library similar to the textbook drive
    - Willing to help manage the program provided it is well organized
- Interviewed users and stakeholders showed interest in the idea

## SOLUTION SPEC

- Targets BAGD students in tabletop courses
- Run through student and/or professor donations
  - Drop box
  - Donor self-organization
  - End-of semester donation drives
- Stored near the Wing entrance
  - Well-labeled
  - Rules posted
- Parts roughly sorted in drawers/bins
- Cost: \$50 - \$300
- People: Library staff, donors
- Timeline: Not set (but soon would be good)



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## **EFFECTS AND BENEFITS**

Variety of components with no cost or travel barrier

Allows more unique and varied project design

Good for students starting at DigiPen

Strengthens BAGD community

Brings new students into the Wing

Not perfect – but the other options are still there





**THANK YOU**

ANY QUESTIONS?

