U.S. Presidential Elections: An online game


University of California, Irvine

Oct 18, 2011
What is it?

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

A monopoly-like board game.
The rise of the internet: Our version

- Online
- Real-time
- Multi-player
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High level view of the flow

Week 1-3
- Understanding the US Elections
- Understanding the Game

Week 4
- High level flow design

Group B: INF 231 (UC Irvine)
U.S. Presidential Elections
The approach: Home screen

U.S. geographical map with overlaid elements
Wireframing using “Hotgloo”
Gameplay timeline

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

Week 1-3
- Understanding the US Elections
- Understanding the Game

Week 4
- High level flow design

Week 5
- Wireframe version one
Gameplay timeline

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

- Heuristic testing
- Cognitive walk-throughs
- Expert opinion

Week 1-3:
- Understanding the US Elections
- Understanding the Game

Week 4:
- High level flow design

Week 5:
- Wireframe version one

Week 6:
- Cognitive Walk-throughs
- Heuristic Evaluations
- Incorporating changes
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
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NOTE: the process of creation and evaluation will be iterative throughout the course of the project.
Questions?
Thank you!