

EVALUATION BOARD



Background

In Italy, there is a growing social emergency linked to elderly loneliness, with 2.5 million people over 74 living alone, representing 40% of this age group. By 2045, this number is projected to reach 3.6 million (6% of the total population). In Naples, elderly isolation is exacerbated by the migration of younger generations and low social participation. Local initiatives aim to tackle the issue through assistance services and digital literacy courses, but challenges such as low digital skills and economic difficulties hinder progress.

At the same time, the hikikomori phenomenon is emerging in Campania, involving young people who progressively isolate themselves due to school-related stress, intensive technology use, and social difficulties. This phenomenon has a significant emotional and practical impact on families and communities. The text emphasizes the need for targeted interventions and greater awareness to address both elderly loneliness and youth social isolation.

Brief

We asked ourselves a question: how can we help them interact and create a connection while combating loneliness?

This led to the idea of creating a simple video game set in Naples, where players face challenges and mini-games based on the city's traditions and history. The elderly person and the hikikomori youth will communicate through a headset. Specifically, the elderly person can offer knowledge and explanations when the young player encounters a tradition or place that is unfamiliar to them but meaningful and well-known to the elderly individual.

Requirements

- ✓ Simplified accessibility for the elderly
- ✓ Clear and immediate instructions
- ✓ Encouragement of collaboration
- ✓ Cognitive stimulation
- ✓ Promotion of Neapolitan culture

Initial design

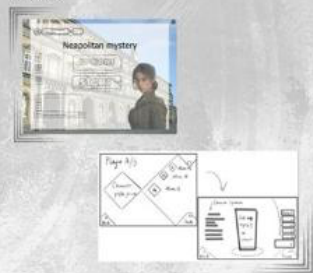
Initially, Team 4 submitted different video game ideas to us with accompanying graphics and gameplay proposals:

All entries impressed us with their graphics, some entries were particularly interesting because of the structure of the challenges designed to be overcome.



Improved Design

The idea that best met our needs was gathered in the 'Neapolitan Mystery' project



After various exchanges of information on our part and improvements on the part of team 4, the project was gradually taking shape

Team 4 came up with a lot of ideas for challenges within the video game and an in-depth look at which location in Naples to base it on, with a first idea of a map for the game

Market

Budget for the creation of the 2D-HD video game: between €10,000 and €50,000.

Final video game cost: between €10 and €30.

FINAL DESIGN

The final design provides for the main interactions of the game, from the structure of the mini-activities within (game part), to the graphic part: start screen, loading screen, character choice and activities.

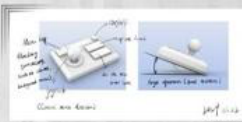
With a certain role played by both the elder and the younger person, defining the way in which their collaboration is needed

Even the main storyline progression

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TECHNICAL DRAWING

We received the technical information to make the joystick suitable for elderly people



The info for the development of the video game, which we worked through Figma



And the 'definitive map' in which the video game is structured, with focus on the points of interest covered



PROTOTYPING

We built the joystick taking into account the measurements given to us by Team 4 and following their instructions on model, colours and functions



We also created the video game interactions using Figma, with all the useful parts of the video game, from choosing a character to interacting with the map, showing a glimpse of the places that can be visited through the video game and finally a mini promotional spot (10s) for our video game

COMMUNICATION

Our communication with team 4, also due to the language barrier and the time difference, cannot be considered excellent.

The first few weeks were spent figuring out which communication channel to use, due to our problems using WeChat.

Finally, we found a useful solution for both groups in Discord, and from there on we were able to communicate fairly frequently and with acceptable results



With this in mind, we must admit that both teams did not always manage to meet deadlines or be responsive for effective communication, but overall the result was sufficient

OVERALL FEEDBACK

This course gave us the opportunity to learn by experimenting, and through practical activities, how psychology and design can come together to benefit users

We were very enthusiastic and impressed by the diverse backgrounds of our overseas colleagues with whom we were associated, appreciating their skills that are distant to us

Through the lectures, the notions learnt, poor time management skills and teamwork, we can say we are very happy with the result and the notions learnt!

Special thanks to team 4 for their commitment and patience. It was interesting to meet each other on the different shortcomings that make us unique



Thank You! 谢谢!