

PLAY HOUSE AND WIN

A Time Management Challenge

School of Visual Arts: Summer Intensive
Program 2010

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PLAY HOUSE AND WIN!!!

This is the newest **Wii** game and the first to turn your whole home into a game board and chores into ways for your whole family to get what they want. **PLAY HOUSE & WIN!** runs on your existing Wii platform with additional wristbands included in the price of the game.

Players wear the wristbands while doing household chores and with **Wii's** gestural technology, they are rewarded valuable building blocks every time a chore is completed. The blocks are then used to build houses that represent goals of their own making.

For example:

Mom may choose to set vacuuming at 25 points, doing dishes at 50 points, and cleaning room at 100 points.

Her child wants to go to the zoo.

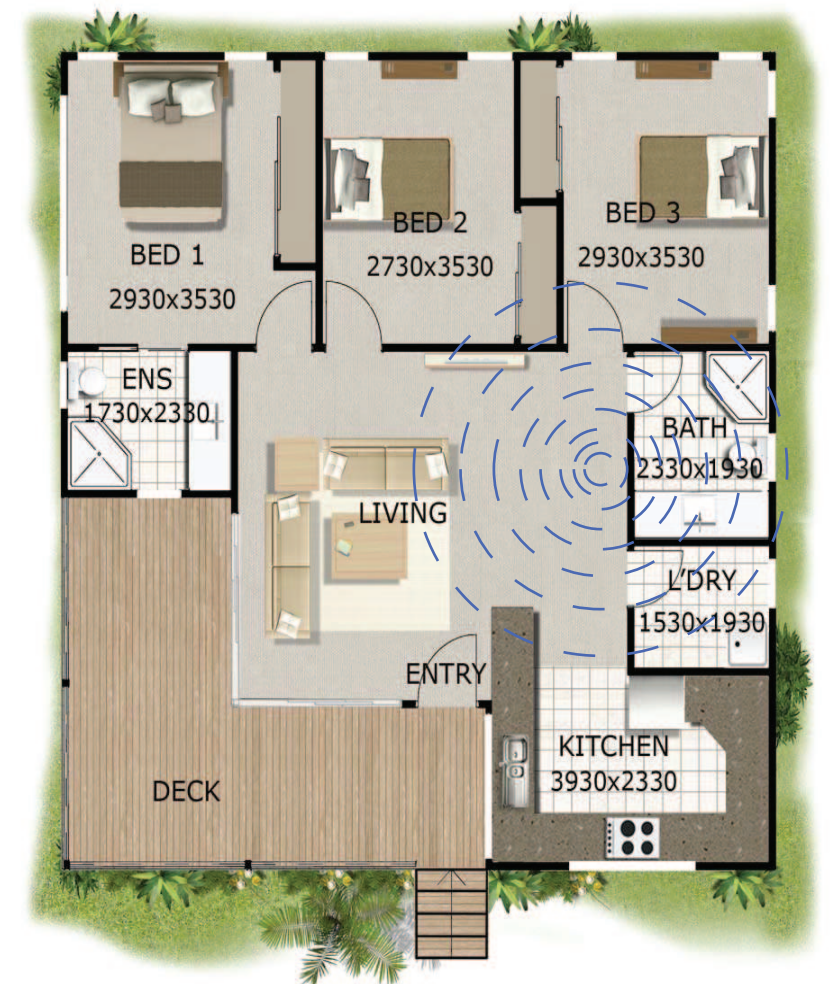
She programs a zoo trip into the game as the child's goal and decides it's worth 250 points.

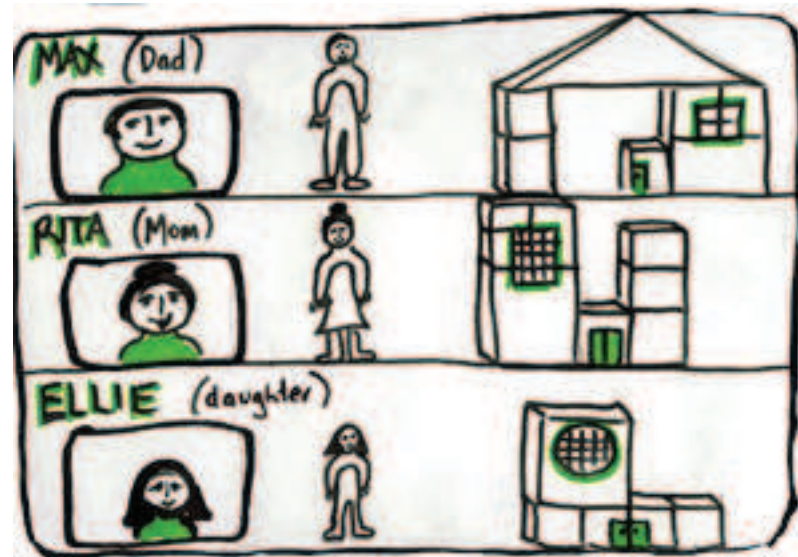
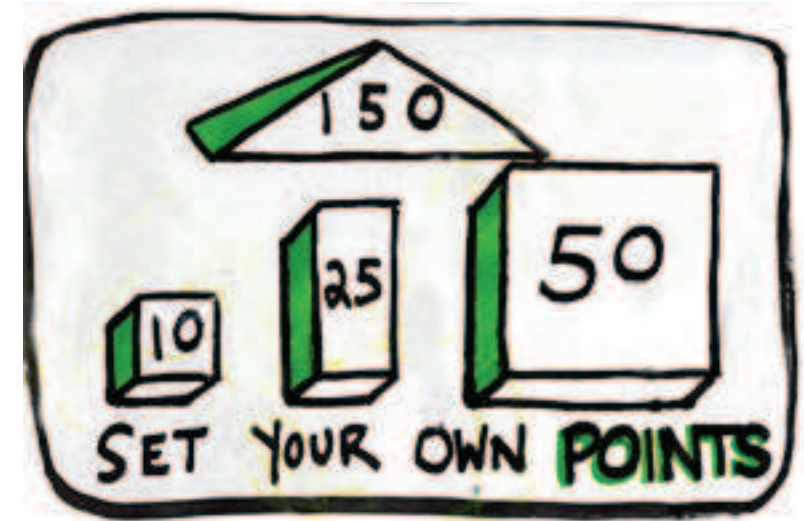
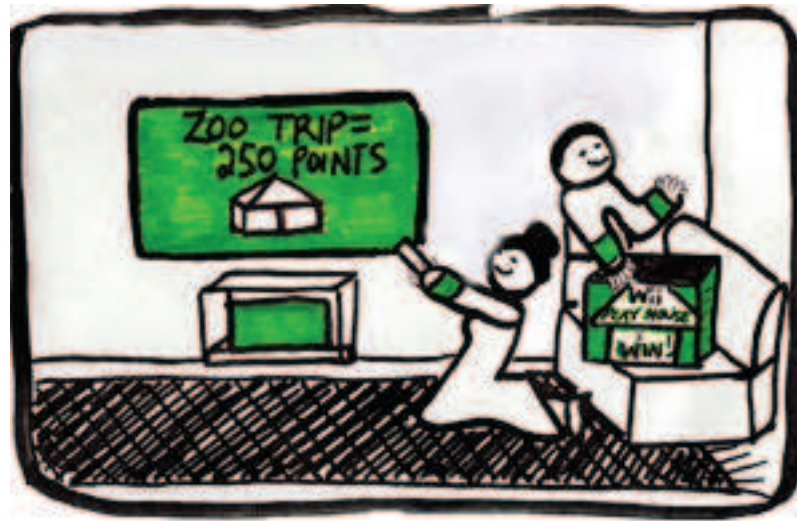
As the child does chores, the wristbands clock in their value and reward building blocks.

Once the child builds a 250-point house, a zoo trip certificate is issued and guaranteed!

It works equally well with teenagers who want to see their favorite band, dad who wants the latest gadget, or mom who wants a foot massage. Families who work together, get more!

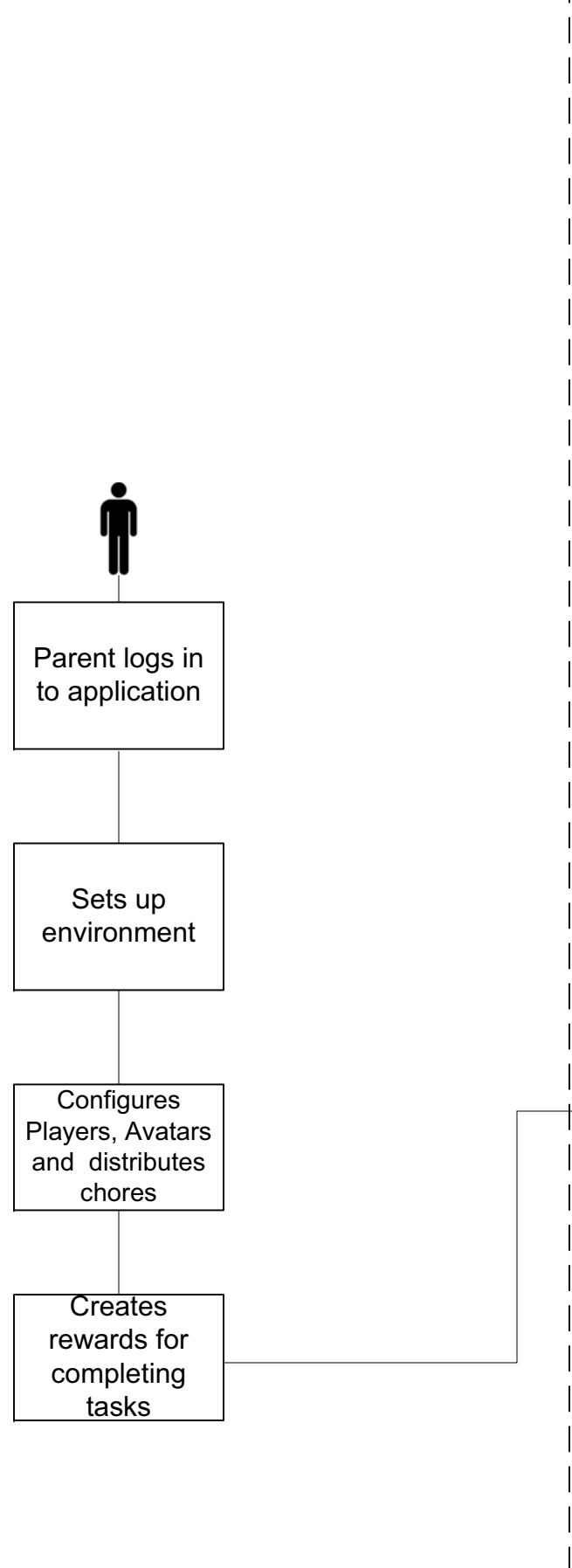
PLAY HOUSE & WIN! turns "doing chores" into "playing chores" & makes housework fun!



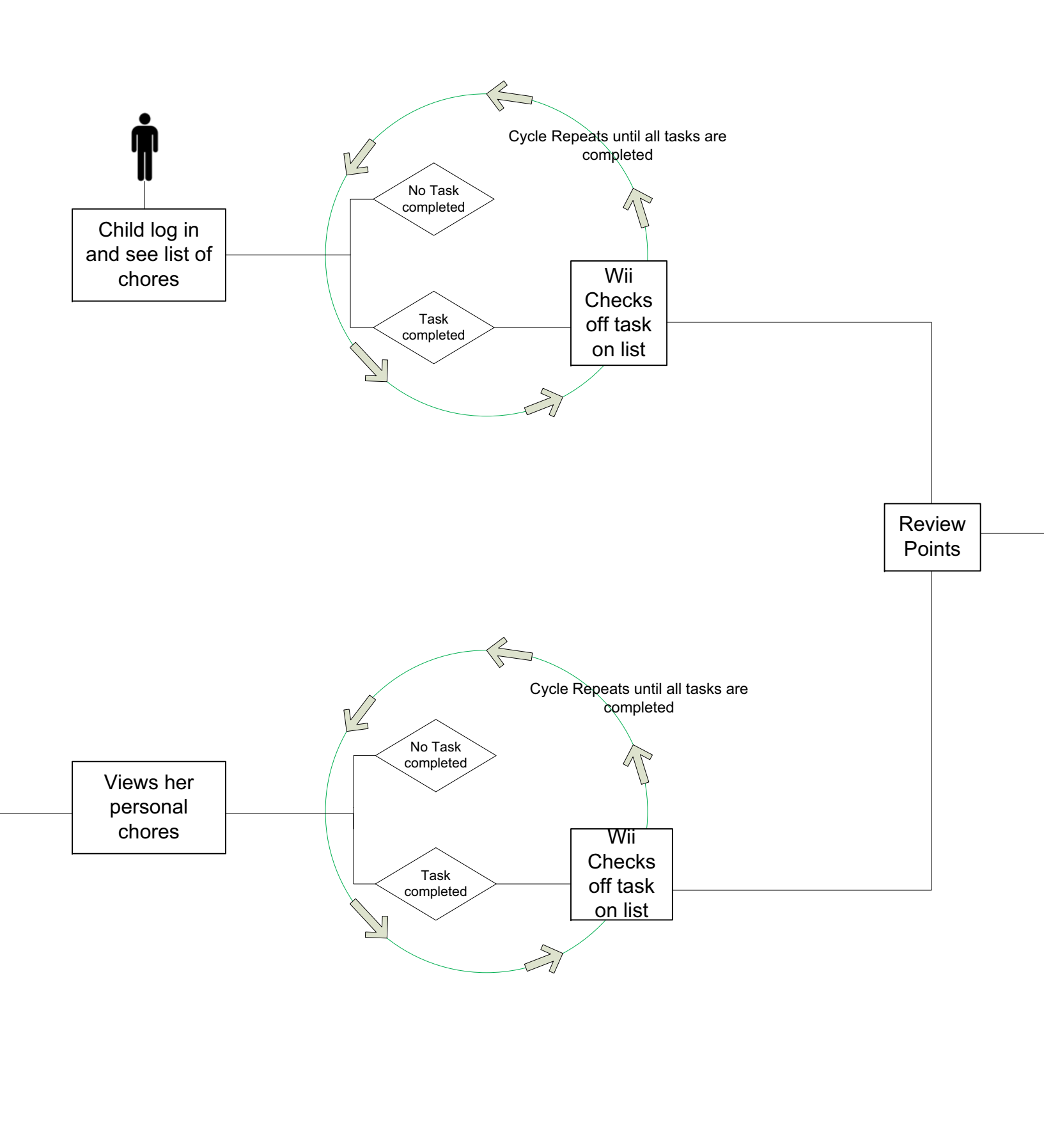


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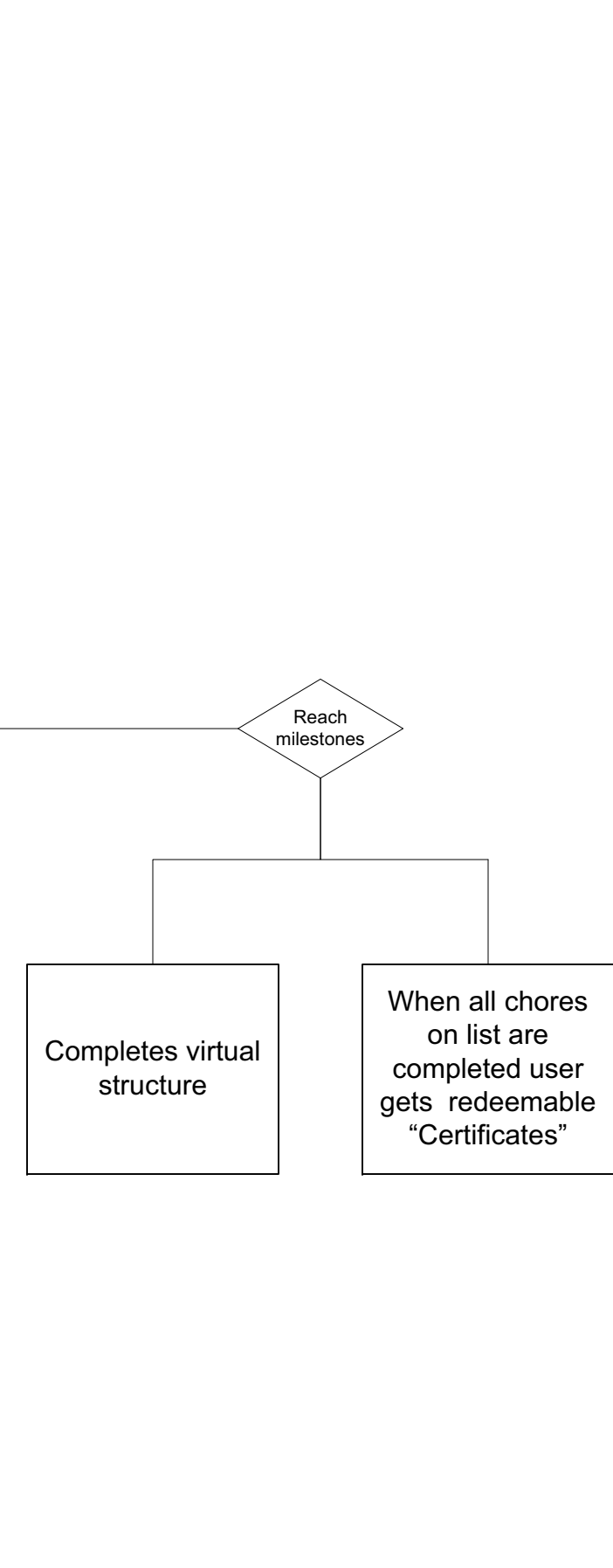
Configuration



Actual Game Play



Results



PLAY HOUSE AND WIN

Research: Interviews

Interview 1

"Jill"

Mother of two college age girls that live at home

Status: Second Marriage

Location: New Orleans, LA

Career: Principle of a Catholic School



What's your biggest time challenge? Getting the family to chip in and help with chores and errands that could help elevate my stress. Even though my kids are old enough to help out, they still have an expectation that I should be doing everything.

Like what? Food shopping, cooking and picking up dry cleaning

If you could imagine any solution what would it be? A butler (laugh), If I didn't have to communicate with everyone to get things done, maybe a score board that indicated what still needed to be done and allocate it to the appropriate person.

Interview 2

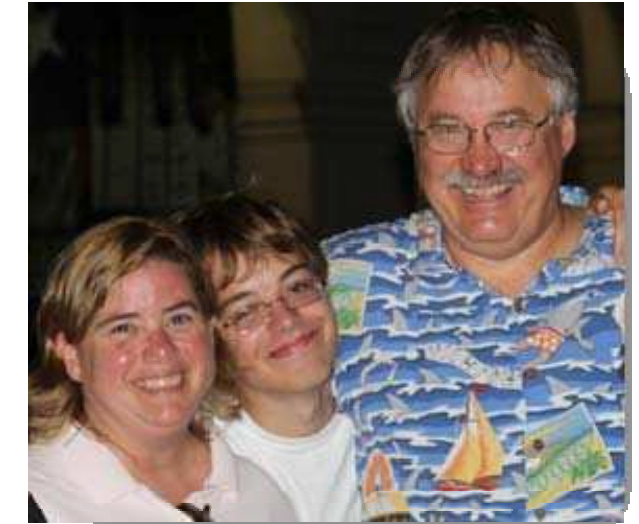
"Ann"

Mother of two high school boys

Location: Brookfield, MD

Status: Married

Career: Stay at home mom



What's your biggest time challenge? Keeping the boys on track and still get my chores done. They don't seem to have a sense of time, they would play video games all night and only think an hour passed by. I spend so much time making sure they get homework and studying done and then I scramble to put dinner on the table.

If you could imagine any solution what would it be? I have no idea!!!!

How do you think the kids would respond to a reward system that's similar to a video game? If they get homework done then they would be rewarded by getting a token or advance to another level of their video game. That could be interesting; I could even reward them in real life at the end of the week with some sort of treat like pizza and the movies.

Do you think they would respond to a reward system? My boys are very competitive; if I made it a competition between them then I think it would work.

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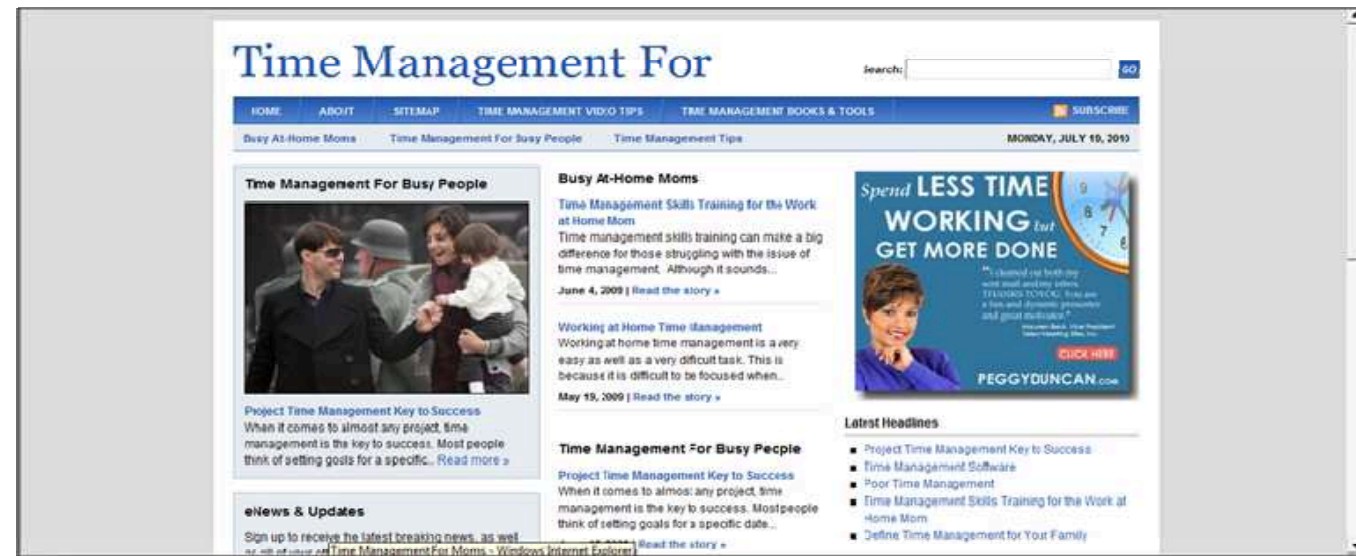
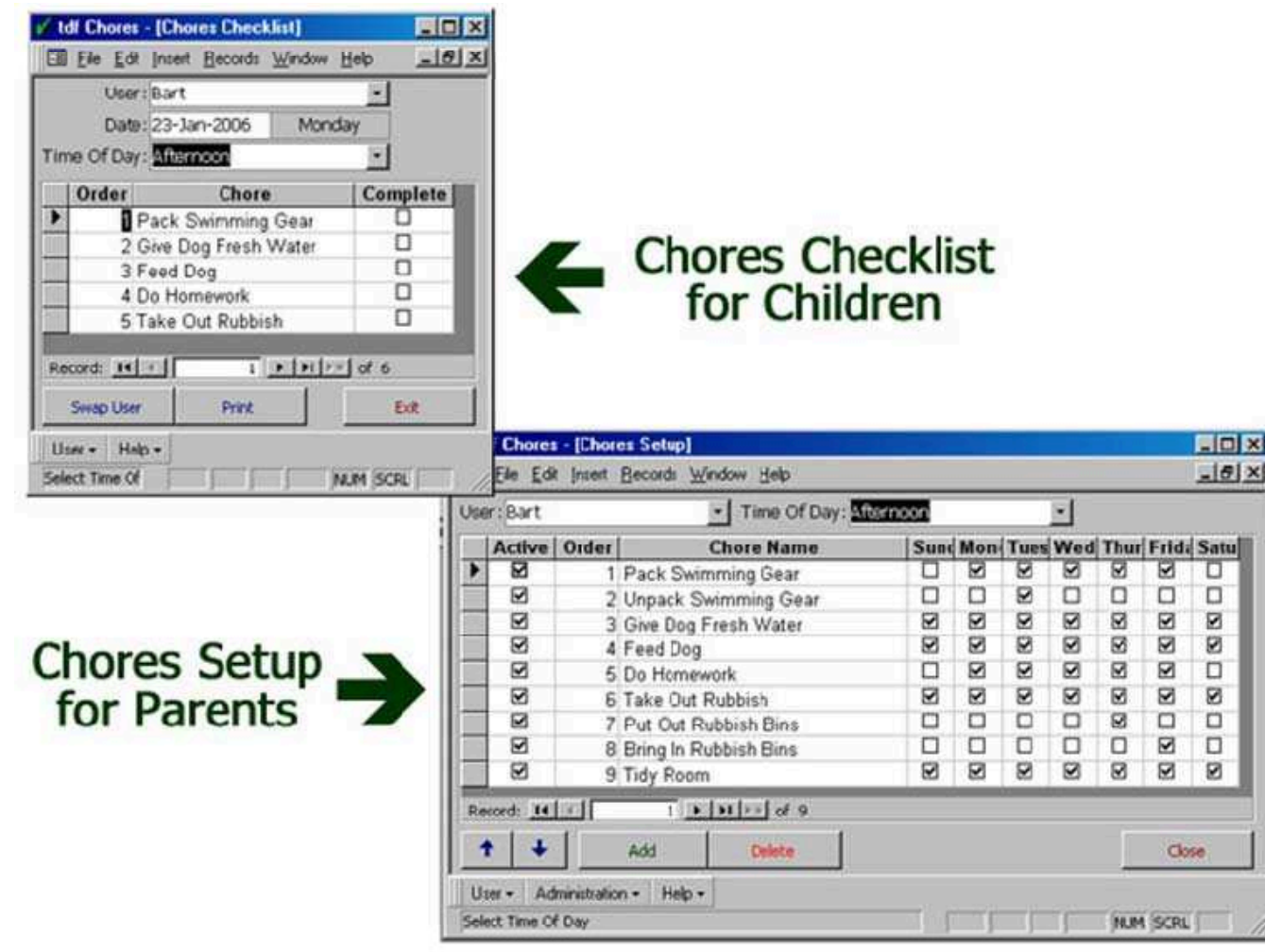
Research: Existing Sites and Software



<http://www.momscape.com/articles/time.htm>



<http://organizedfamilies.com/>



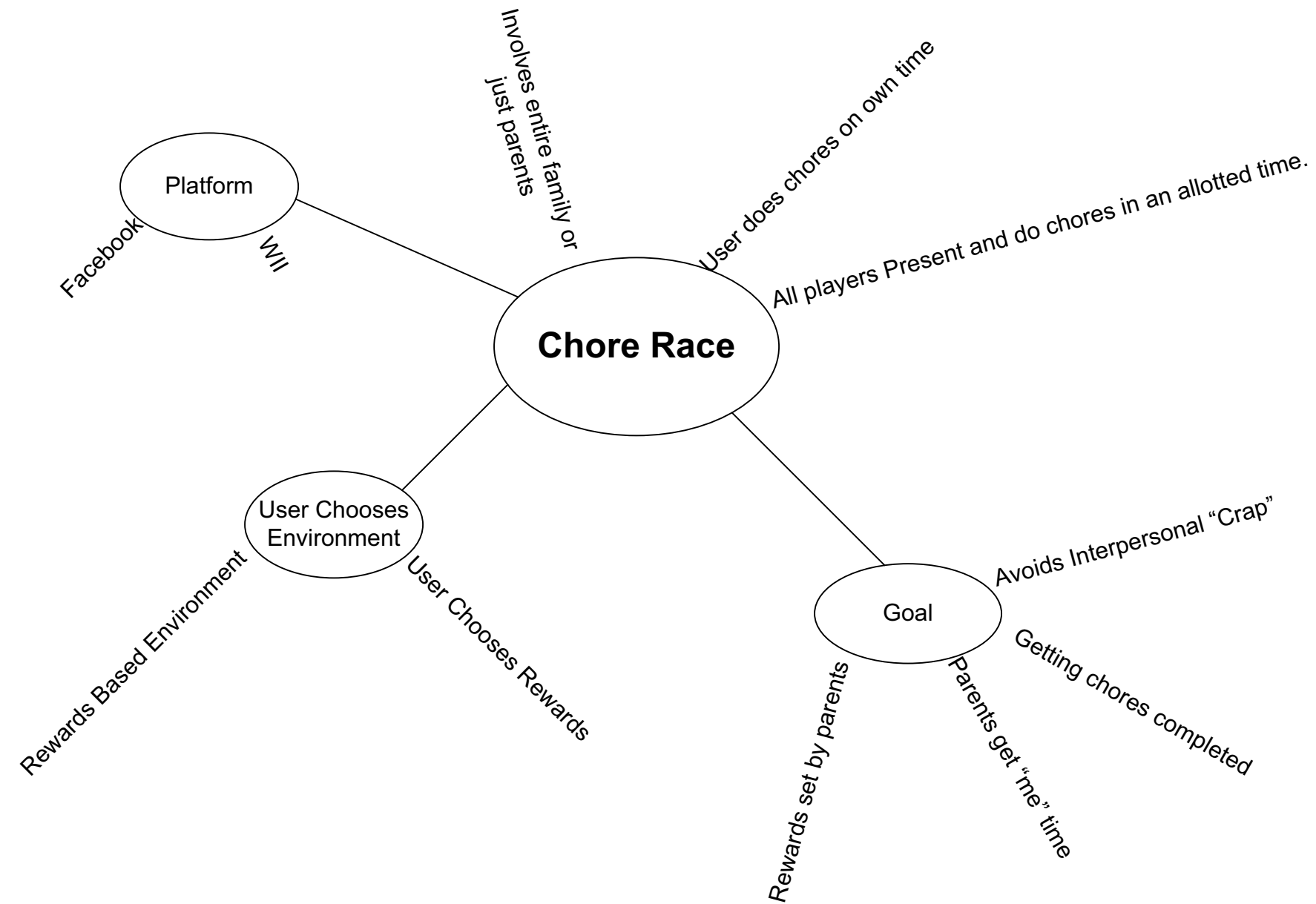
<http://timemanagementformoms.org/>

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Brain Storming Session 1.1

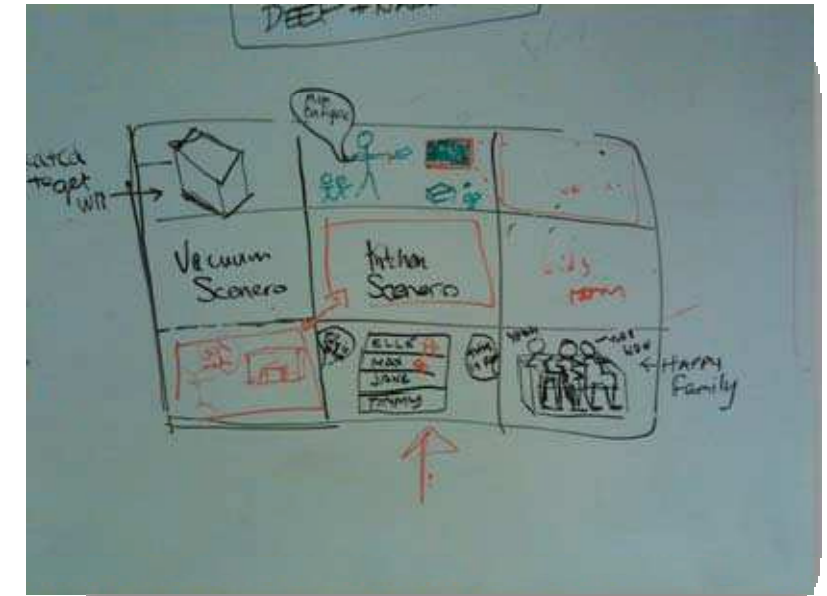
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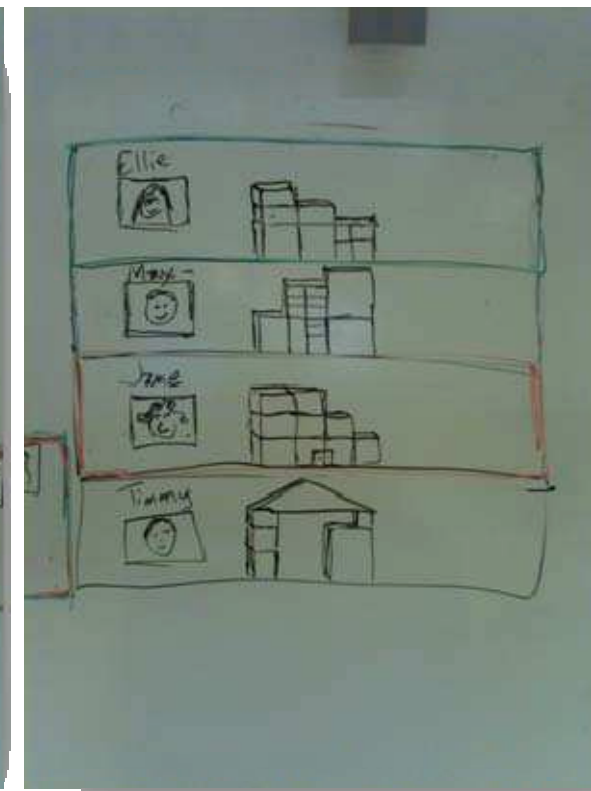
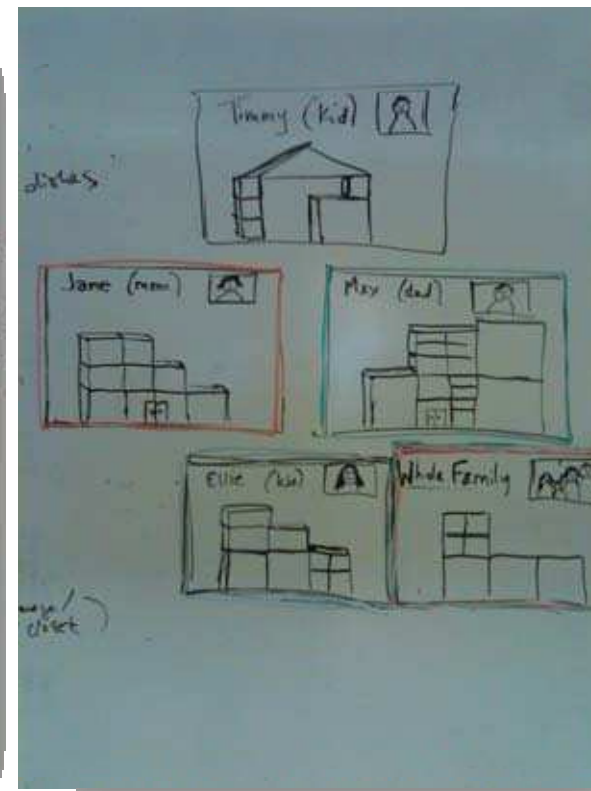
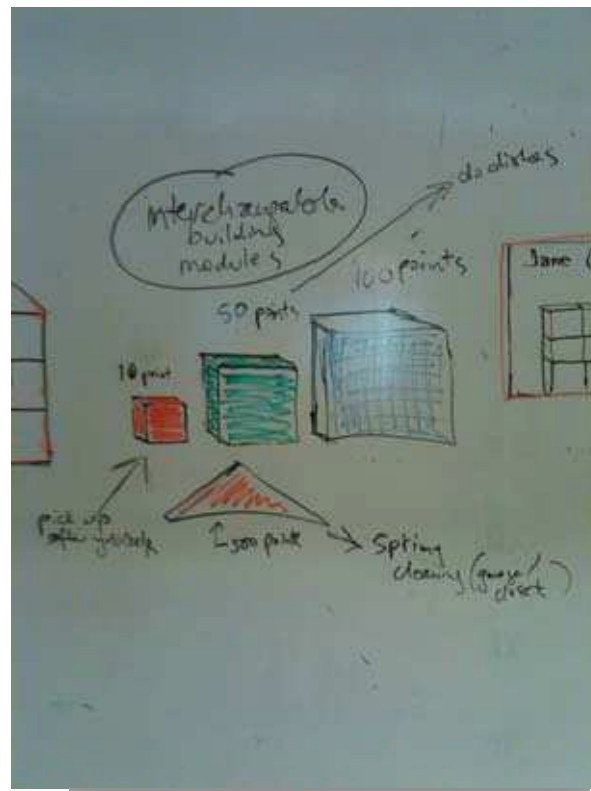
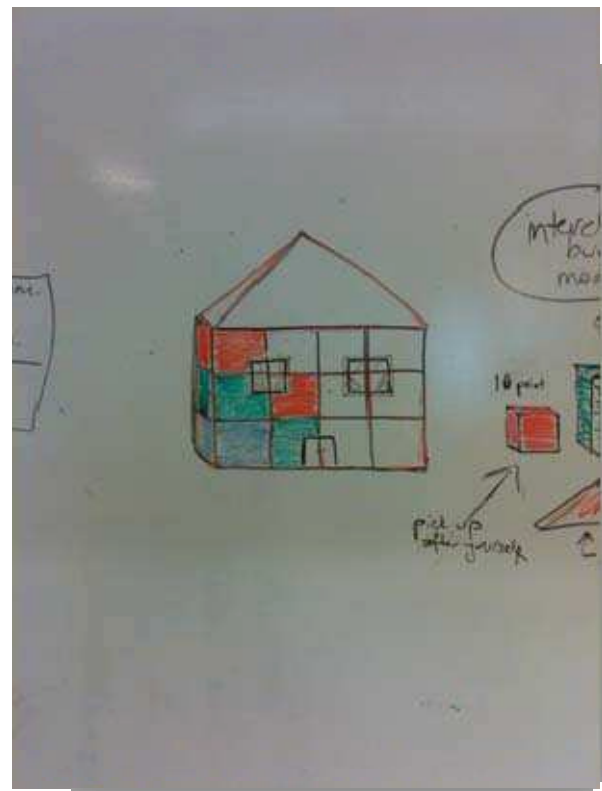
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Brain Storming Session 1.2

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Scenario: Storyboard Brainstorming



Whiteboard Brainstorming, finalizing the concept