



Dinner Table
The family togetherness toolkit

The Dinner Table

Assignment #16 Prototype 2 Testing Plan and Session

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Prototype Testing Plan 2

The Dinner Table

November 17, 2021

Hypothesis

The aspects of the final solution that we are testing:

- Is it serving the purpose of facilitating communication, trust and awareness?
- Is conversation happening?
- Testing the rules of the games
- Are the games fun to play?
- Are they able to get over barriers?
- Will the games be played again?

Assumptions

Here are the assumptions that we want to test:

- That it is developing soft skills such as communication, persuasion, planning, strategizing and cooperating
- That it is improving the parent children connections
- The games are stimulating enough for the whole family to play
- There is enough incentive for families to invest their time & money on this toolkit

Format

Activity 1: Show me your Face Game

30 Minutes

1. Family of 3 people - father, mother and daughter.
2. Everyone has to assemble various facial features to make a completed face as an artwork
3. The goal is to create as many complete artworks as possible.
4. Players may trade feature cards with each other to complete their artworks as fast as possible.
5. Players have to come up with elaborate stories that explain the beauty of their artwork.
6. The other players will give a valuation of the artwork from 1 to 10, based on the story.
7. Extra feature cards left with players will cause a deduction of 1 point from the total valuation.
8. The person who has the most points wins the game.

Activity 2: The Table Talk Game

15 Minutes

1. Family of 3 with father, mother and daughter
2. There will be three piles of cards
3. Pile 1: 1 point
4. Pile 2: 3 points
5. Pile 3: 5 points
6. Players will take turns Reading and answering cards
7. Timer will be set to ensure rapid fire style of answering questions with three different levels of timing 1min, 45secs and 30secs respectively
8. Who ever has the most points wins the game



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Activity 1: Show me your Face Game

Participant family: Sameer (45), Lata (43), Pranjali (15)

Goal: To test the story-telling aspect of the game - players must make up elaborate stories for their artwork in order to get a higher valuation for it.

Testing Medium: Zoom and Miro

Activity Conductor: Madhura

Activity Observer: Brielle

Activity 2: The Table Talk Game

Participant family: Girish (42), Nishi (40), Rucha (12)

Goal: To facilitate conversation between parents and children through the use of short conversation starters.

Testing Medium: Zoom and Miro

Activity Conductor: Sara

Activity Observer: Anamika

Insights from the testing

- The child was able to understand the rules and the spirit of the game much quicker than the parents.
- The story-telling aspect worked well after they understood an example, which was provided by Madhura.
- They came up with extremely creative stories. Their life experience was evident in the stories they made up -the parents tried to incorporate what they knew about art and their experiences, the child had movie and pop culture references in her stories.
- Players felt that the way they acted while valuing others' artwork should matter when their artwork was getting valued.
- The players had fun, and said they would play again.
- Both parents and children understood the rules of the game
- All participants seemed to be connecting and conversing after each timed round-conversation emerged from the questions asked.
- Because of the rapid element of the game, when difficult questions were asked, they were answered quickly, putting less pressure on the answers
- The timed component of the game created an added element of fun for the participants

Conclusion: The rules overall were easy to understand, but we need to improve them on some aspects; family had a great time and they communicated well!

Next Steps:

- Creating the manual for the toolkit.
- Developing the games better based on the feedback, and articulating the rules of the games better.
- Creating branding for the 3 elements of the toolkit (Show Me Your Face, The Table Talk, The Manual) to make a cohesive product.