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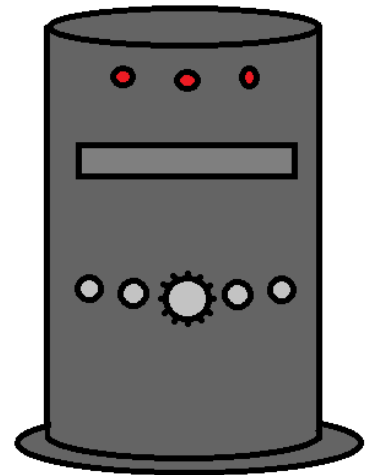
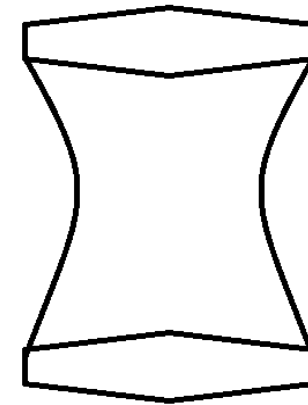
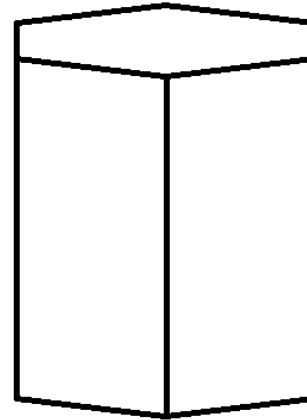
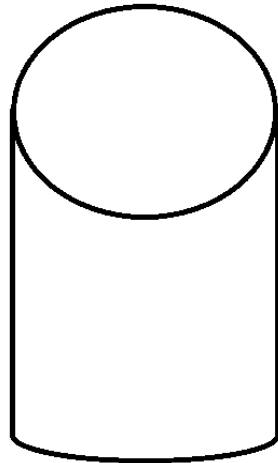
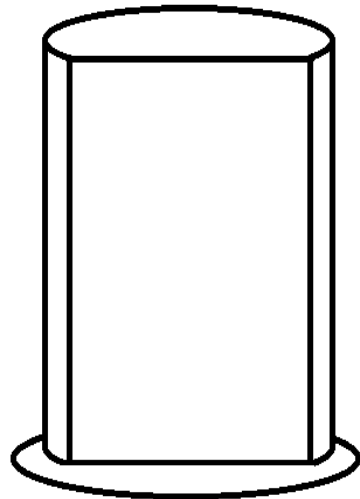
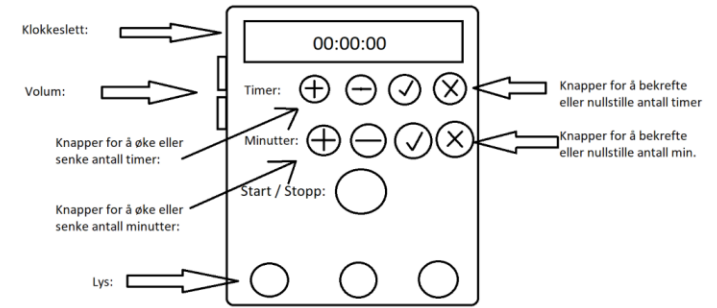
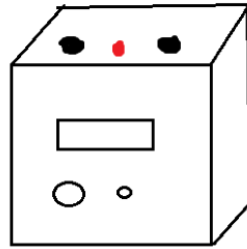
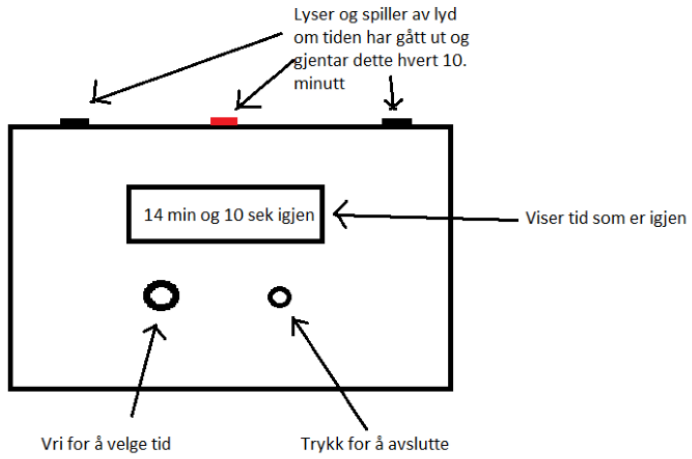
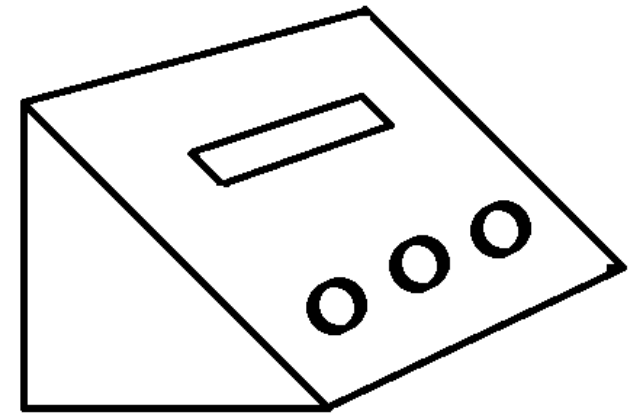
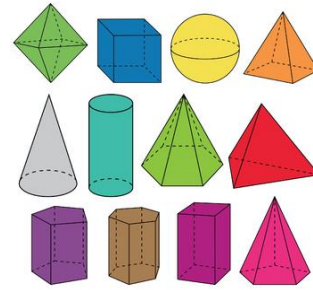
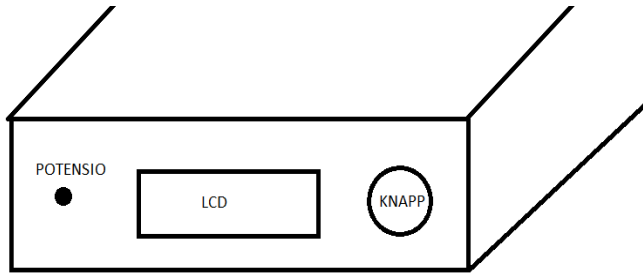
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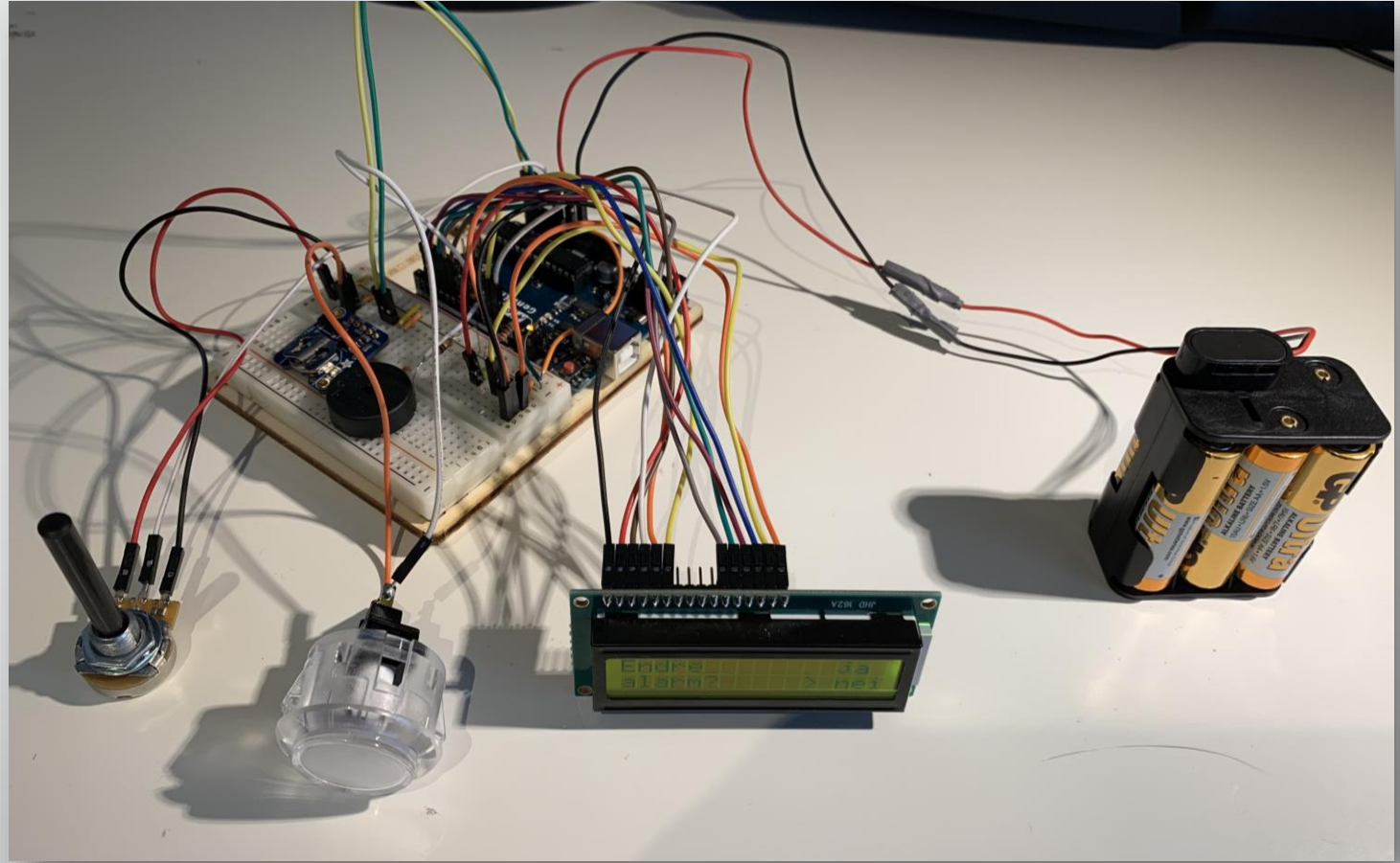
Hva vi har gjort

- Intervjuet.
- Analysert.
- Laget lavoppløselige skisser.
- Evaluert skissene.
- Startet på høyoppløselig prototype.

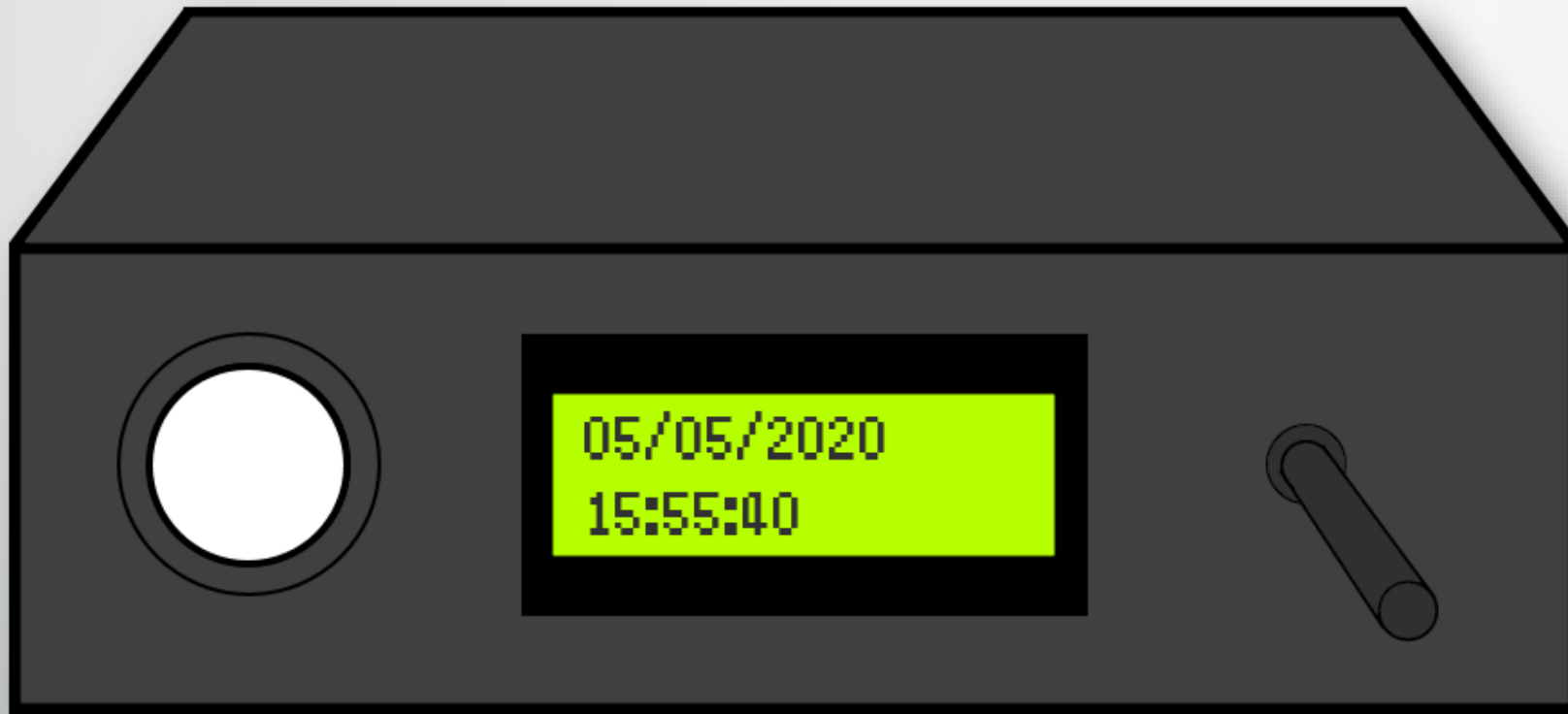
Problemområdet

- "Hvordan kan vi hjelpe gamere til å få kontroll over sin egen tidsbruk?"
- Spesifikt for noen deltakere, ikke alle.
- Andre prioriteringer kunne fort bli glemt.





- Konsept: lav profil, diskre.
- Form-konsept: boks.



Aspekter

- Implementasjon (funksjon) har vært viktigst!
- Fokus på virkelighetsnærhet.
- Prototype man kan interagere med.

Evaluering

- Skal la brukergruppen evaluere.
- Ønsker å evaluere helheten: hvordan form og funksjonalitet henger sammen.
- Brukbarhetstesting og intervju.

Tekniske utfordringer

- Problemer med RTC-komponent.
- Hadde vansker med å gjøre løsningen spesifikk for gamere.