

Game Jam – Executive Summary

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Game Jam employed a user-driven design approach to identify opportunities and develop an interactive game-based learning tool for educating young people with learning disabilities on internet and social media safety, and identify appropriate technologies for trainers to be able to upload tailored content to the training platform.

Experience Labs provided a platform to identify key user needs, validate content developed by Midlothian Council for training, and co-create and test ideas for a game-based learning tool with individuals with learning difficulties and trainers. The project involved a sequential series of Labs, spanning a period of five months.

Using an iterative design approach, four game concepts were co-created by participants and shared in the form of low fidelity prototypes. The final game concept was based on a consolidation of ideas from the four concepts to align with the participants' preferences, and incorporated training themes.

Game developers at the University of West of Scotland developed a proof of concept, which was reviewed with the young people and trainers. This ensured that the game met the learning needs of young people with learning disabilities, and the requirements of the trainers.

Overall, based on findings from the Labs, a game-based learning tool has the potential to support young people in learning about internet and social media safety, and may have application in wider health and social care contexts.