ECCE Fun 2004

## Fun Systematically

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#### **CRACKERS** DECONSTRUCTING EXPERIENCE

# designing experience



- real crackers
  - cheap and cheerful!
  - bad joke, plastic toy, paper hat
  - pull and bang



### designing experience

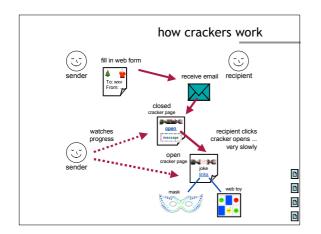


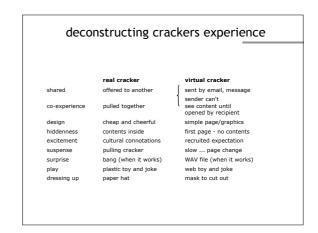
- virtual crackers
  - cheap and cheerful
  - bad joke, web toy, cut-out mask
  - click and bang

## designing experience



- virtual crackers
  - cheap and cheerful
  - bad joke, web toy, cut-out maskclick and bang





FUN & ENGAGEMENT EXPLORING BOUNDARIES

examples are hard
• mutation
• critical points

engaging

exams driving etc.

boring!