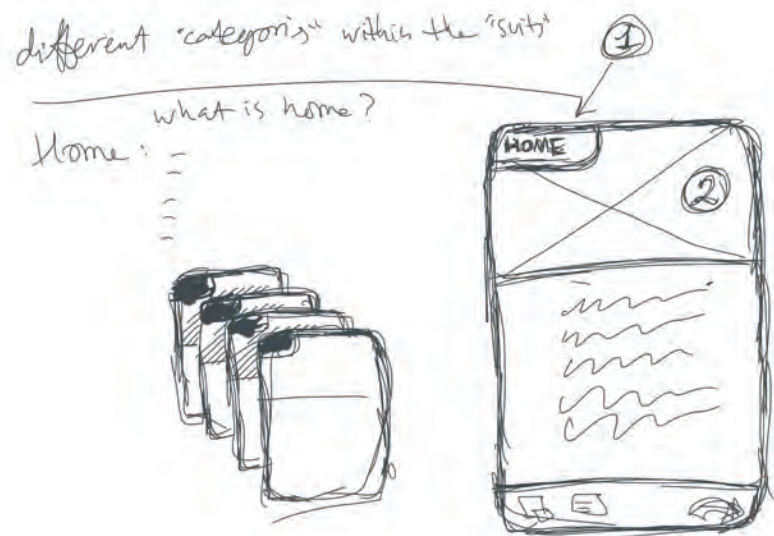
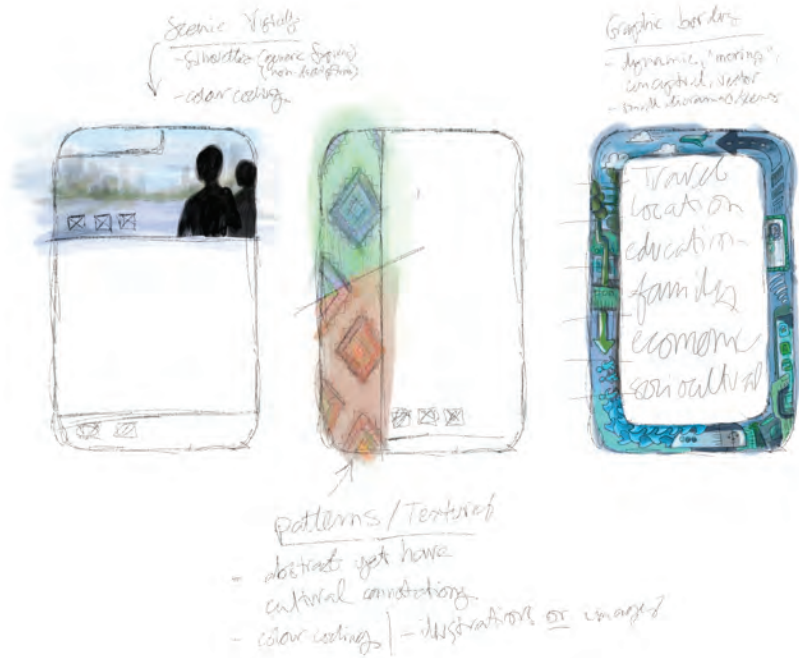


Hyper Immigration

P Gardner, PI with
researchers: Scott Nason,
Tarik el-Khateeb, Katie
Meyer and Tim Bettridge

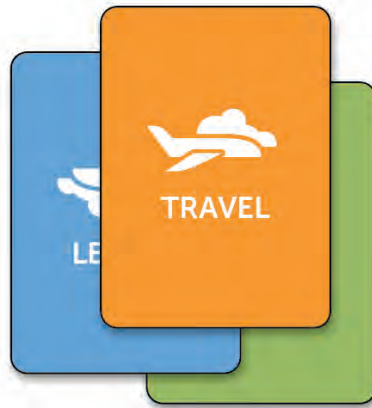
Stage I: Card Game
Ideation & Design

Mobile Experience Lab
Winter 2016

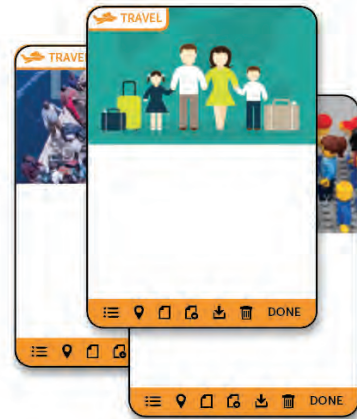


Preliminary digital card sketches with 3 border treatments (top right) and layout concept (right).

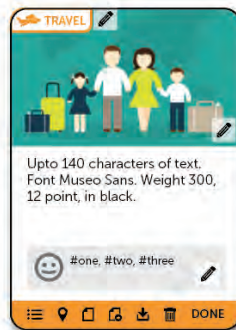
CHOOSE TYPE



CHOOSE STYLE/IMAGE



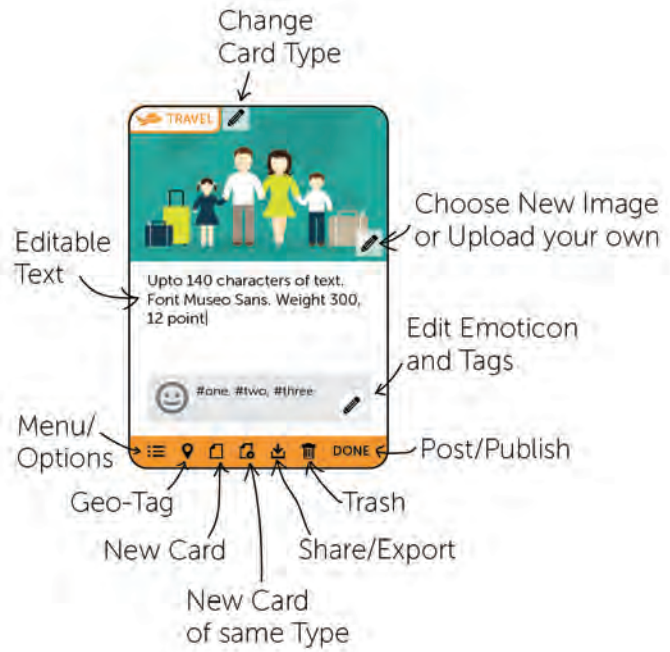
EDIT



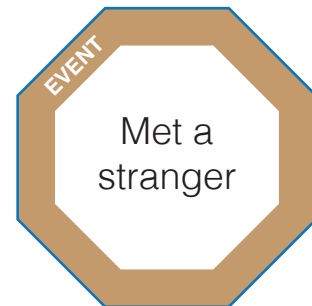
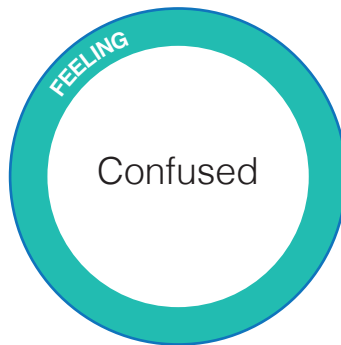
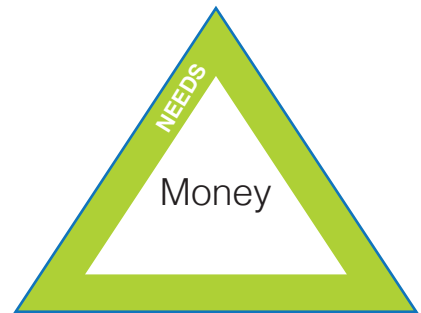
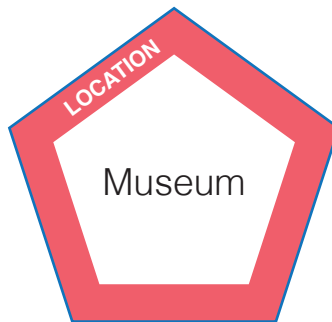
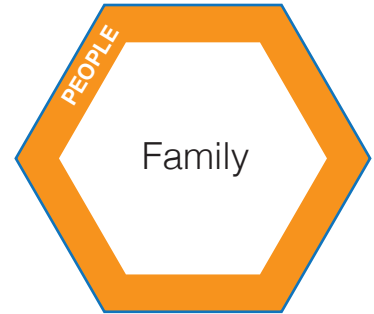
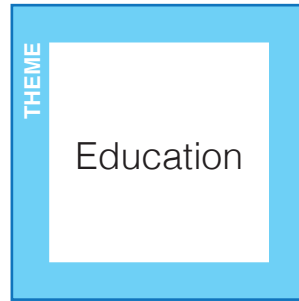
VIEW



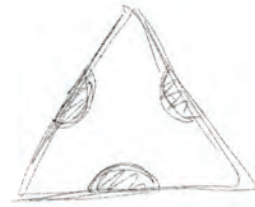
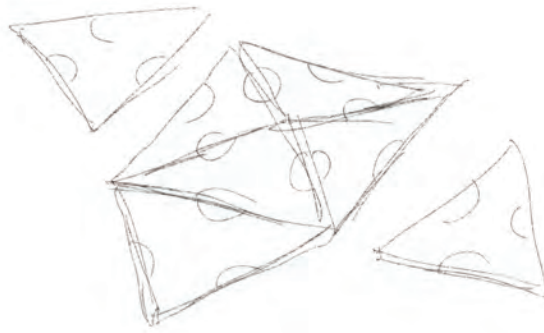
Digital card design
concept. Illustrations:
iStockPhoto.com, used
without permission.



Details of the digital card layout (top right) and translation to physical cards (right).



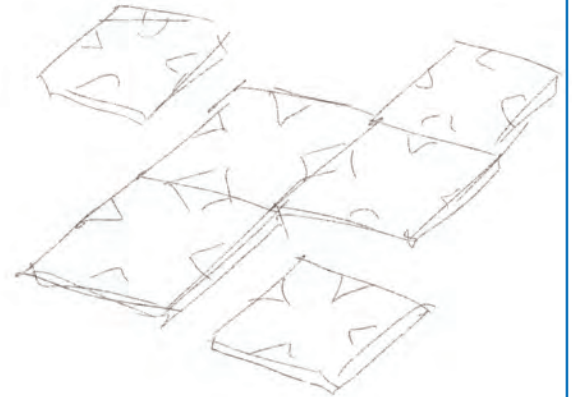
Version of physical cards
in different shapes /
colours for each
category.



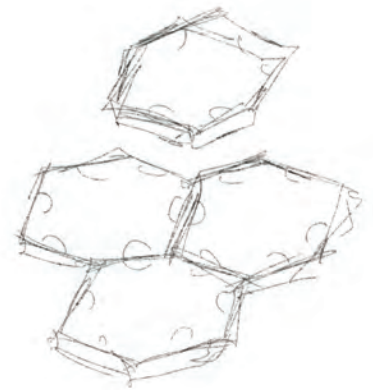
3 sub categories/
thready



4 connections



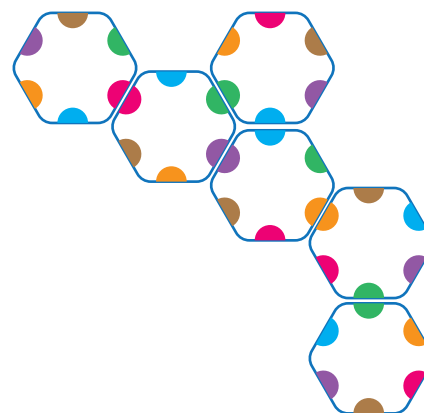
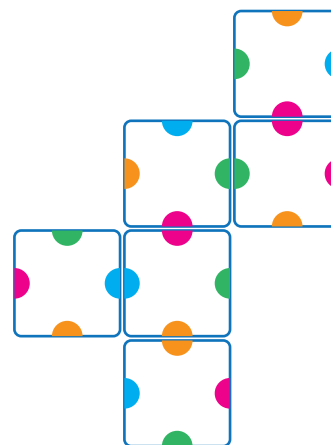
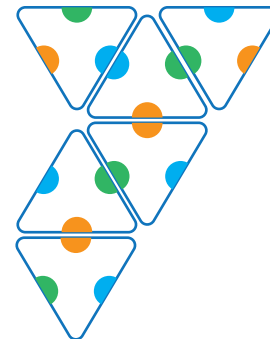
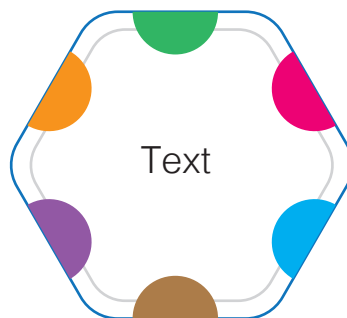
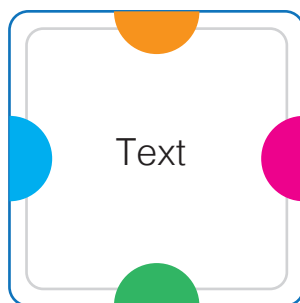
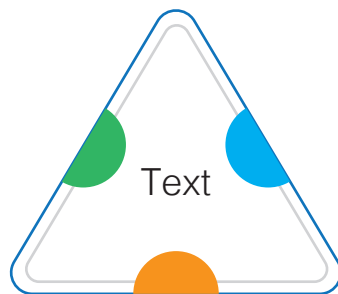
6 connections

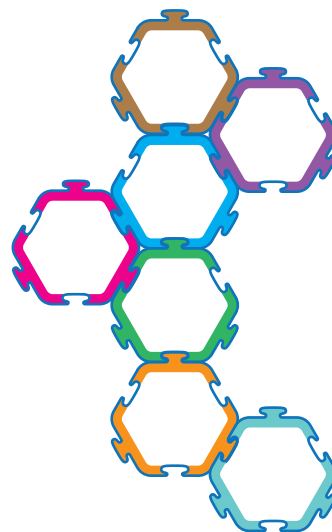
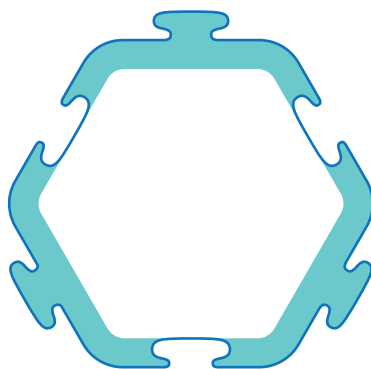
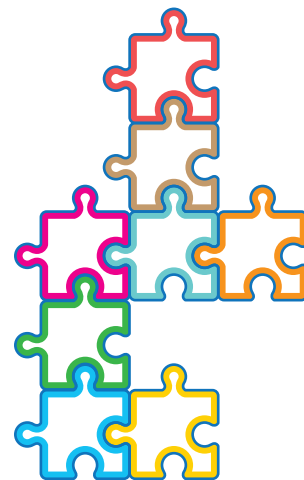
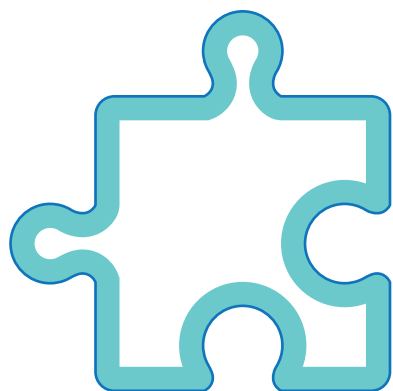


Sketches of decks with
different shaped cards.

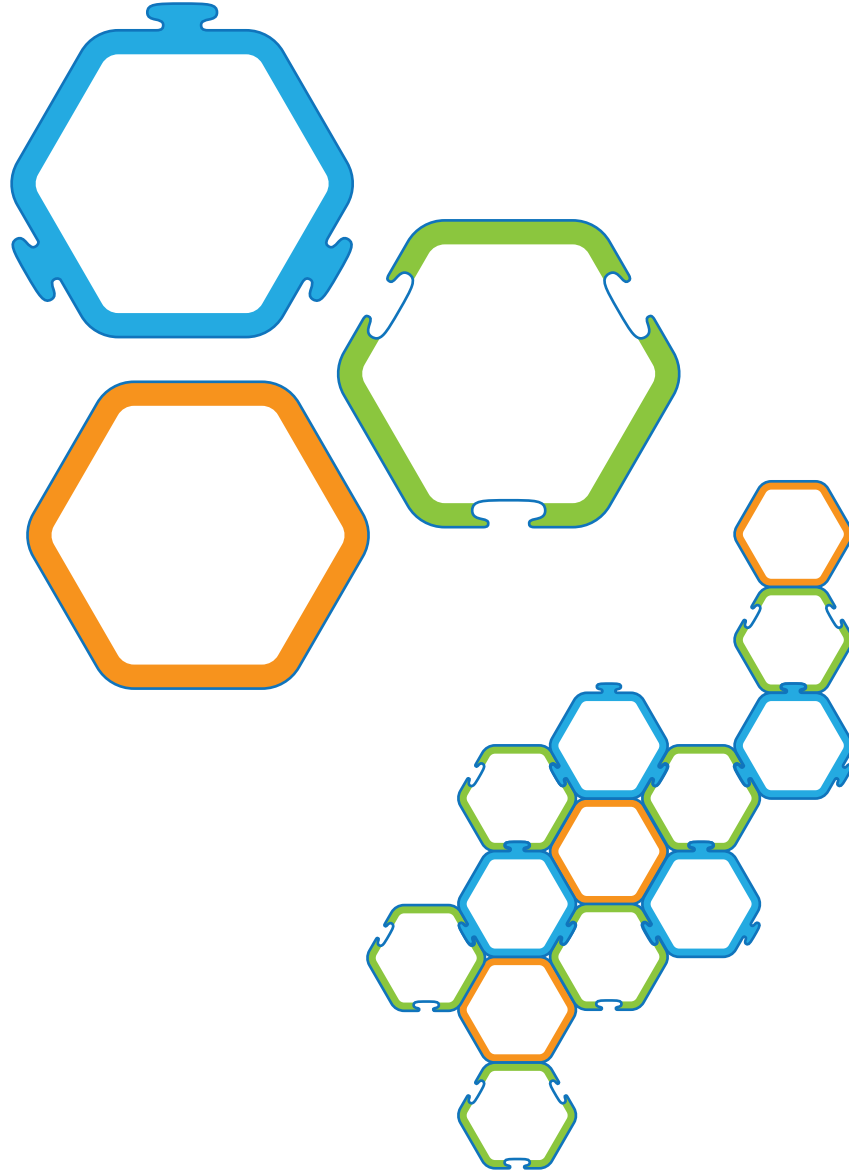
These cards feature unclassified words/concepts with colored edges, each relating to a specific theme/category. The color in which a card connects to another dictates the theme or connection made between them.

The shape of the card can change depending on the number of categories in the game.





These cards have interlocking edges. Each card can be from a different category/theme identified by the colour of the border, or each colour can be specific to each player.



Another version of the interlocking cards can feature different connecting mechanisms that has the potential of creating a more complex game with central Core Themes (orange) and secondary themes or topics (blue and green) that form a cluster around the core, connecting different topics.