Presentation Agenda

- Introduction
- Game Walkthrough
- Project Overview
- Closing
Project Background

• Funded by Illinois Secretary of State

• Objective
  – Provide appealing educational tool to educate young adults (ages 15-20) on prudent credit card practices

• Development of a web-based game
  – Integration into KidsInvest website
Preparation

• Reviewing Game from previous semester
• Training on Equipment Use for user testing
• Developing Project Plan & Budget
  – Programming
  – Designing
  – Marketing
  – User-testing
Project Organization

Dr. Susan Feinberg, Faculty Advisor
Project Manager - Laura Batson

- Design
- Coding
- Marketing
- User Testing
Communication

Weekly General Meetings

Individual Group Meetings

Email Correspondence

Prototype Design

Testing

Coding

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Game Walkthrough
New to the Game?

- See what this is game about
- Read more in the online manual

Already Registered?

Username: [Input Field]
Password: [Input Field]

Forgot your password?
Welcome to CreditSafe

Directions to Play:
1) The purpose of the game is to purchase all items needed for the selected project without "abusing" your credit cards.

2) All purchases in the game must be made on a credit card or debit card. Using a debit card removes money from your checking account immediately.

3) Time moves in weekly increments. You receive income and pay bills around these weekly increments. You advance time by clicking the "End Week" button.

4) Throughout the game you may encounter random "Life Events". These events may help or hinder you.

5) Your score is based on the credit choices you make. You gain points for making "good" credit management choices and lose them for making "bad" ones.

6) Points are based on completed projects. If you start a new character over you will lose all points for projects you may have completed with your last character.
Select or Create a Player

Create or Select Player
Select a player to view his/her information:

- Bart
- Lisa
- Sam
- Mighty Joe
- Jester
- Zoey
- Christopher
- Create Your Own

Player Profile

The first thing you need to do is to choose (or create) the player you will be representing during the game!

You can select one of the predefined profiles from the list on the left or you can create your own profile. The main differences between the profiles are their weekly incomes and account balances.
Create or Select a Player

Create your own:

Name: 
Age: 
Job: None
  Golf Caddy
  Waiter/Waitress
  Retail Associate
  Babysitter/Nanny

Hours worked each week: 
Other (weekly) income: 
Checking account? ☐ Yes ☐ No
Checking account balance: 
Saving account? ☐ Yes ☐ No
Saving account balance: 

You are making $___ per week.
Create or Select a Player

Player Profile of Lisa

Name: Lisa
Age: 18
Job: Baby Sitter/Nanny
Hours worked each week: 20
Other (weekly) income: $0
Checking account? Yes
Checking account balance: $520
Saving account? Yes
Saving account balance: $1300

You are making $120 per week.
Select a Credit Card

You qualify for all of the following credit cards:

<table>
<thead>
<tr>
<th>Card Name</th>
<th>APR</th>
<th>Credit Limit</th>
<th>Annual Fee</th>
<th>Late Fee</th>
<th>Overlimit Fee</th>
<th>Grace Period</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windy City</td>
<td>7.75</td>
<td>$3500</td>
<td>$10</td>
<td>$20</td>
<td>$25</td>
<td>2weeks</td>
</tr>
<tr>
<td>Java Latte</td>
<td>8.45</td>
<td>$2600</td>
<td>$30</td>
<td>$25</td>
<td>$10</td>
<td>1week</td>
</tr>
<tr>
<td>Marathon Race</td>
<td>9.00</td>
<td>$1000</td>
<td>$0</td>
<td>$45</td>
<td>$40</td>
<td>4weeks</td>
</tr>
<tr>
<td>Dragon Express</td>
<td>10.00</td>
<td>$2500</td>
<td>$25</td>
<td>$25</td>
<td>$25</td>
<td>2weeks</td>
</tr>
<tr>
<td>The Legend</td>
<td>9.00</td>
<td>$3000</td>
<td>$0</td>
<td>$15</td>
<td>$45</td>
<td>1week</td>
</tr>
<tr>
<td>Urban Life</td>
<td>11.25</td>
<td>$2000</td>
<td>$0</td>
<td>$45</td>
<td>$30</td>
<td>3weeks</td>
</tr>
<tr>
<td>Hip Life</td>
<td>12.99</td>
<td>$4000</td>
<td>$40</td>
<td>$15</td>
<td>$20</td>
<td>0weeks</td>
</tr>
<tr>
<td>Rock Start</td>
<td>14.00</td>
<td>$4500</td>
<td>$0</td>
<td>$50</td>
<td>$50</td>
<td>2weeks</td>
</tr>
<tr>
<td>Cheap Buy</td>
<td>15.55</td>
<td>$500</td>
<td>$55</td>
<td>$55</td>
<td>$15</td>
<td>0weeks</td>
</tr>
</tbody>
</table>
Select a Project

- **Project:**

This game revolves around credit-safe shopping – your main goal is to purchase all the items included in the project you select, so you might as well select a project that you like.

After you have completed a project, you will see your score. A good score ranges from 80 to 110 points.

Click on a project from the list on the left to view more information about it and the items it requires. When you find one you like, click “Start Game”.

- **Build an art studio**
- **Build a multimedia studio**
- **Buy a car**
- **Restore a vintage motorcycle**
- **Build a home theater system**
- **Build a desktop computer**
- **Construct a darkroom**
Project: Build a Desktop Computer

If you are going to create your own super PC, you will need the following:

- CPU
- Motherboard
- Memory
- Hard Drive
- DVD/CD-RW Drive
- Case
- Monitor

If you like this project, click "Start Game" to start shopping!
Welcome

Welcome to The Computer Store! If there is anything a computer might need, then we have it here. Peripherals, components, upgrades? Just browse!
Monitors

Pony
An excellent upgrade from CRTs, the Pony VE155 15" LCD display uses up to 75% less desk space and features high brightness ratio of 400:1. Price: $250.40

Eye Candy
The EyeCandy is a 17-inch TFT-LCD monitor delivering 350:1 contrast ratio, 0.264mm pixel pitch, 1280 x 1024 maximum resolution. Price: $400.00

View Pleasure
15" screen (15" viewable); 1024 x 768 max resolution; 160° horizontal and vertical viewing angle; bonus TV tuner/photo frame. Price: $310.40

Good Luck
1280 x 1024 maximum resolution at 50Hz; 0.25mm dot pitch; on-screen display controls. Price: $210.50
Shopping Cart

<table>
<thead>
<tr>
<th>Item</th>
<th>Quantity</th>
<th>Price</th>
<th>Subtotal</th>
</tr>
</thead>
<tbody>
<tr>
<td>15&quot; Pony Monitor</td>
<td></td>
<td>$250.40</td>
<td>$250.40</td>
</tr>
</tbody>
</table>

Current Total: $250.40

< Continue Shopping Where You Left

Proceed to Checkout
Items in Cart: 1
Current Total: $250.40

Checkout

<table>
<thead>
<tr>
<th>Item</th>
<th>Quantity</th>
<th>Price</th>
<th>Subtotal</th>
</tr>
</thead>
<tbody>
<tr>
<td>15&quot; Pony Monitor</td>
<td>1</td>
<td>$250.40</td>
<td>$250.40</td>
</tr>
</tbody>
</table>

Order Total: $250.40

Select Payment Method:
- By debit card (i.e. from checking)
- By credit card [Select Card]

Make Purchase

< Review Shopping Cart

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Modified: Tuesday, 1-Apr-2003
## Credit Cards Summary

<table>
<thead>
<tr>
<th>Card</th>
<th>Outstanding Balance</th>
<th>Available Credit</th>
<th>Next Payment Due</th>
<th>Minimum Payment Due</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Windy City</strong></td>
<td>$250.40</td>
<td>$3249.60</td>
<td>1 week</td>
<td>$30</td>
</tr>
</tbody>
</table>

**The Legend**

<table>
<thead>
<tr>
<th>Outstanding Balance</th>
<th>Available Credit</th>
<th>Next Payment Due</th>
<th>Minimum Payment Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>$0</td>
<td>$3000</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

You can still apply for 1 more credit card, if you want to.
## Credit Card Details

<table>
<thead>
<tr>
<th>Credit Card</th>
<th>Outstanding Balance:</th>
<th>Available Credit:</th>
<th>Next Payment Due in:</th>
<th>Minimum Payment Due:</th>
<th>Credit Limit:</th>
<th>APR:</th>
<th>Annual Fee:</th>
<th>Late Fee:</th>
<th>Overlimit Fee:</th>
<th>Grace Period:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windy City</td>
<td>$250.40</td>
<td>$3249.60</td>
<td>1 week</td>
<td>$30</td>
<td>$3500</td>
<td>7.75%</td>
<td>$10</td>
<td>$20</td>
<td>$25</td>
<td>2 weeks</td>
</tr>
</tbody>
</table>

[< Back to Credit Cards Summary](#)
Pay To: Windy City

Payment Amount
- Minimum Due ($30.00)
- Card Balance ($250.40)
- Other Amount: [___]

< Back to Credit Cards Summary
## Bank Accounts Summary

<table>
<thead>
<tr>
<th>Account</th>
<th>Available Balance</th>
<th>Interest Rate</th>
<th>Interest YTD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Checking</td>
<td>$269.60</td>
<td>0.0%</td>
<td>$0.00</td>
</tr>
<tr>
<td>Saving</td>
<td>$1300</td>
<td>5.0%</td>
<td>$25.50</td>
</tr>
</tbody>
</table>

- **Checking**: Available Balance: $269.60, Interest Rate: 0.0%, Interest YTD: $0.00
- **Saving**: Available Balance: $1300, Interest Rate: 5.0%, Interest YTD: $25.50
Special Event!

You sat on your glasses. Pay $100 to buy a new pair.

Select Payment Method:

- By debit card (i.e. from checking)
- By credit card

Make Purchase & Continue Game
Congratulations!

You completed your project! Here are your results:

- Time Elapsed This Project: **3 months, 1 week**
- Points Earned This Project: **102**
- Total Points Earned: **102**

- Start a new project
- Exit Game
Log Out?

What would you like to do:

- Save and Exit
- Start a new project

< Return to current game
Design Team

• Content Improvement
  – Directions
  – User information
  – Projects
  – Scoring

• Prototype
  – User Testing

• Look & Feel
  – Hiring designers
    • IIT’s Institute of Design
    • Logo design
User Testing Team

• Create all documents for user testing
  – User profiles
  – Credit Card Information
  – Test scenarios
• Locate testers:
  – Ages 15 – 20

• User testing:
  – Paper prototype
  – “Look & Feel”
  – Beta version
  – User Manual

• Reports of tests
UTECE Layout

- TV Monitor with SVHS recorder & mixer
- PC/LCD Monitor
- Digital Video Camera
- Participant Side
- Observer Side
- Table
- TV Monitor
- One Way Mirror
- Other Equipment
Coding Team

• Development of software for online game
  – Established requirements and developed design for system
• Hiring programmers
  – Illinois Tech MS CS majors
• Learning Database software
  – IBM WebSphere and DB2
• Designed system database
  – Iterative testing of the software subsystems
• Time to complete semester tasks – 875 hrs
Mentor – Aaron Lebedow

IIT graduate

Co-founder: Technomic Consultants International Marketing Consulting Group
Founder: Global Development Networks, Inc. Marketing Consulting Group

• Creating Marketing Materials:
  – Introductory Brochure
  – User Manual
  – Demonstration of Game
  – Poster/Presentation for IIT community
Conclusion

• Semester Tasks Complete
  – Game Design
  – Coding of Game
  – User Testing
  – Creation of marketing materials

• Future Integration into KidsInvest site
Acknowledgments

Advisors
Dr. Susan Feinberg
Laura Batson
Aaron Lebedow

Design Team
Bilyan Belchev
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