



Bolin, Ruitian, Tomme - Design for Dignity Project 2

Research on Game for Purposeful Play

Types of Tools / Frameworks we use current:

Tomme

- Unity Engine
- Unreal Engine
- Blender
- Maya
- Photoshop
- Premiere Pro
- Google Docs
- Discord
- Meta SDK
- VR Toolkit
- YouTube
- Slack
- Git / GitHub

Tomme

Visual

- Figma

Adobe Illustrator

Photoshop

Indesign

Premiere

- Lightroom

DaVinci Resolve

- Procreate

3D

Unity

Cinema 4D

Rhino

About coding

Arduino

Visual Studio Code

- Claude/ChatGPT

Communication

- iMessage

Zoom

- WeChat

Ruitian Yang

cursor(claude)

figma

adobe suite

(lightroom)

(Photoshop)

(indesign)

(illustrator)

rhino

google slide

canva

chat gpt

gemini

claude

openclaw

red note

Bolin

● Brainstorm

Brainstorm

Make a Game /
Gamified application
center around
Animating AI
Generated Content

Tomme

Random keywords 🌟 AI
generate 🌟 artworks

Ruitian Yang

User speaks to AI
and Give Response
in Game:
Mantella

Tomme

Story telling /
Narrative Driven Art

Tomme

Fantasy Story:
Low & High
Fantasy

Tomme

Using Games to
Tell Stories: For
example, give a
word to someone
and they come up
with a story
around the word,
go in a circle

Tomme

Who — Who is this workshop designed for?
(designers, community members, a specific user
group?)

What problem — What service are they creating or
redesigning together?

How — What does the workshop look like? What's
in the toolkit?

The argument — What is the core claim behind
your design? Why does this approach make
sense?

Ruitian Yang

● Idea 1

Idea 1

Can we use any of these ideas to teach how to use the existing tools we listed earlier

Tomme

Can you teach someone how to use Procreate in a gamified narrative story fashion

Tomme

Idea 1 — The Procreate Narrative A workshop toolkit for designers learning a creative tool (Procreate as the model) through gamified storytelling. Instead of documentation, participants move through a narrative where each skill is a "chapter." The toolkit would include role cards, story prompts, and skill milestone artifacts. The dignity angle: learning without shame — you progress at your own pace through a story, not a test.

Tomme



● Idea 2

Idea 2

Can we turn boolean operations into a game that trains how designers think, not just how they click tools?

Bolin

The dignity angle: learning through exploration and failure — not correctness — where misunderstanding becomes part of the experience, not something to hide.

Bolin

A gamified toolkit that teaches designers boolean operations through reconstruction challenges. Instead of tutorials, users are given target forms and must rebuild them using limited shapes and operations (Union, Subtract, Intersect). Each level introduces constraints — fewer steps, fewer shapes — encouraging structural thinking rather than trial-and-error.

The system also visualizes process: users can replay their solution, compare alternative constructions, and reverse-engineer others' approaches.

Bolin

Idea 3

Idea 3 — Bridging the Digital Divide for Elderly Users A participatory workshop where younger family members or community volunteers co-design tutorials alongside elderly users for phone features like iMessage. The toolkit gives both sides structured roles — the elderly user as the expert on what they need, the younger person as the expert on how it works. Dignity is central: the elderly person isn't a helpless student, they're a co-designer.

Tomme

Some older adults live alone and have limited contact with their families. Is there a way to explore potential solutions from the perspective of connecting them with their families and friends?

Tomme

Category : Age Range

Youth : 6 – 12

Young Adult : 13 – 25

Adult : 26 – 59

Older Adult : 60+

Tomme

Maybe Designing a game for Elderly People: For example, teaching the non technically inclined how to use Imessage or other features of their phone that might be difficult for them but easily or more natural for younger users

Tomme

Affordance:

Simple for Older Adults but Engaging enough for Younger Adults / Youth

The core affordance challenge: Something like a physical card game or a structured storytelling prompt can do this — low barrier to entry, but with enough depth that younger participants don't feel like they're doing a kindergarten activity. Think of how games like Uno or Codenames work across generations — simple rules, but real engagement.

Tomme

Categorizes of Play:

- Youth & Young Adult & Adult & Older Adult
- Young Adult & Adult & Older Adult
- Youth & Young Adult & Adult
- Adult & Older Adult
- Adult & Adult
- Older Adult & Older Adult

Tomme

tover
purposeful play

Innovating the care sector with the Tovertafel

Warm technology for the care sector; that's Tovertafel. Our Tovertafel...

tover.care

Idea 3



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Thanks for watching!