Briefing Minigame Design – Flanker

Brief introduction

With the next installment of our Minigames we are developing a cognitive test and are focusing on tracking selective attention, short-term memory capacity and behaviour control of our users. Users must be able to suppress flanking stimuli and reorient themselves each time. How does it work?

Users need to swipe a specific direction (left or right), depending on the direction and color of 5 presented arrows. If there is a red arrow in the middle of 4 red arrows, then the direction of the red arrow indicates the direction of the required swipe. The 4 peripheral arrows do not have to point in the same direction as the central arrow. If there is a red arrow in the middle of 4 other coloured arrows, the other colored arrows show the direction of the required swipe.
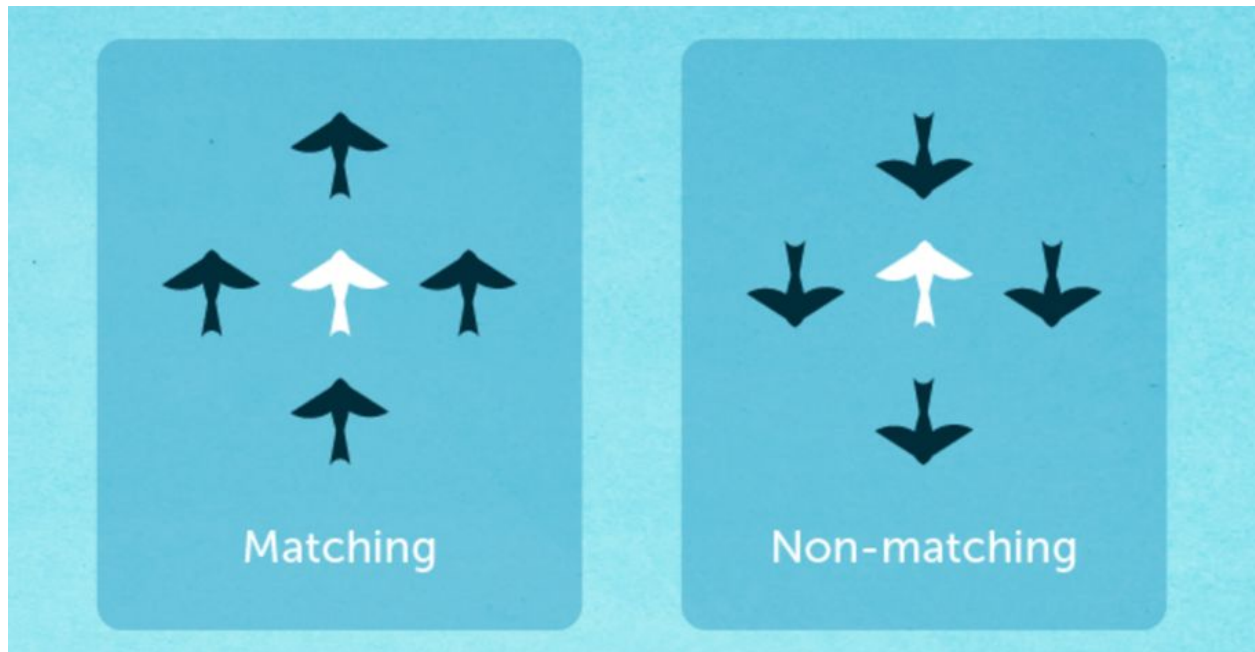
Visualization

Figure 1 For a better understanding of exactly how this should work and look. We use the left/right directions of the arrows (Example representation)

In Figure 1, the black colored arrows show the direction of the required swipe. Have a look at http://cognitivefun.net/test/6 for an interactive example.

How is that supposed to look in our Minigame?
Like in Figure 1, we want to display 5 arrows, with four of them sorted around a central one.
The arrows can be birds (or something else) like in Figure 1. The Arrows are pointing to the right or left. You can work with our color palette to create background/foreground like in Figure 1.

Keep in mind that we also need 2 buttons at the bottom with a left or right icon. It is an alternative navigation for our web version of the game.

Please use the current presentation of the minigame as an inspiration. However, you may also deviate from the draft as you deem necessary. Furthermore, we want to give our users instant feedback on their actions. We want to show a „false" or „correct" message (or indication) right after he clicked the button at the bottom. Maybe like the interactive example above.

For the header we are using the usual UI elements that we used in other Minigames like Time, Round Counts and the pause-button. But for this Minigame we only use Round/Count and Pause Button.
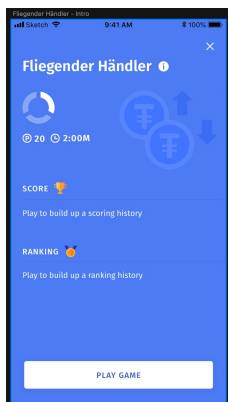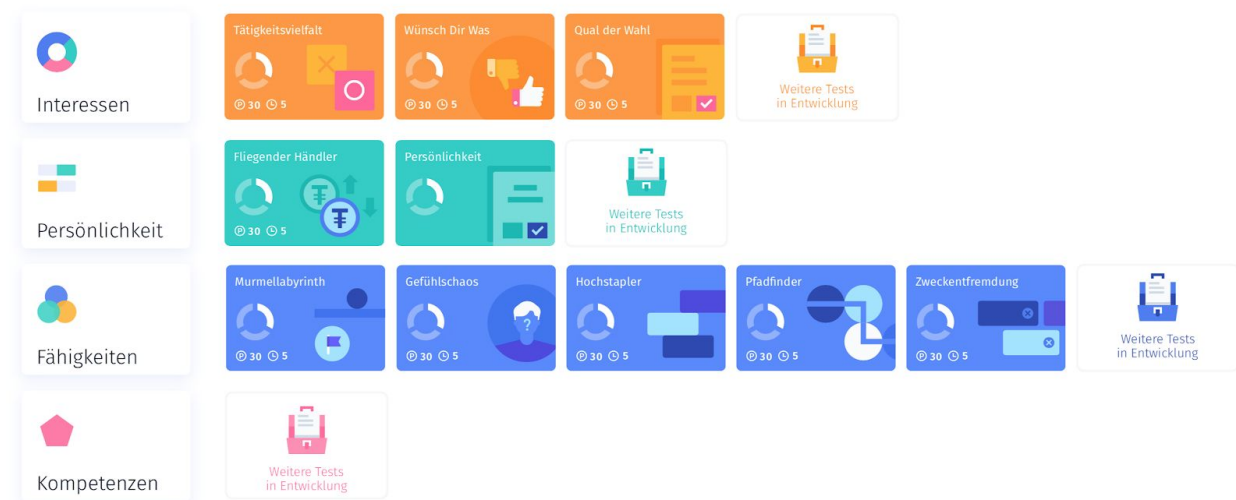
Flow/Process of our Minigames

All our minigames have a common process and should follow a coherent design pattern. Our scientific games (words, countdown etc.) live from the playful design and construction. It will start with an introduction (overview) listing the Name, Score, Ranking of the minigame + including the icon. Following with an instruction there we need an instruction-image like in the screenshot below. Then there comes a get-ready countdown followed by the game itself.

When you finish the game an evaluation - screen appears. Please respect this process when you are building our Minigames.
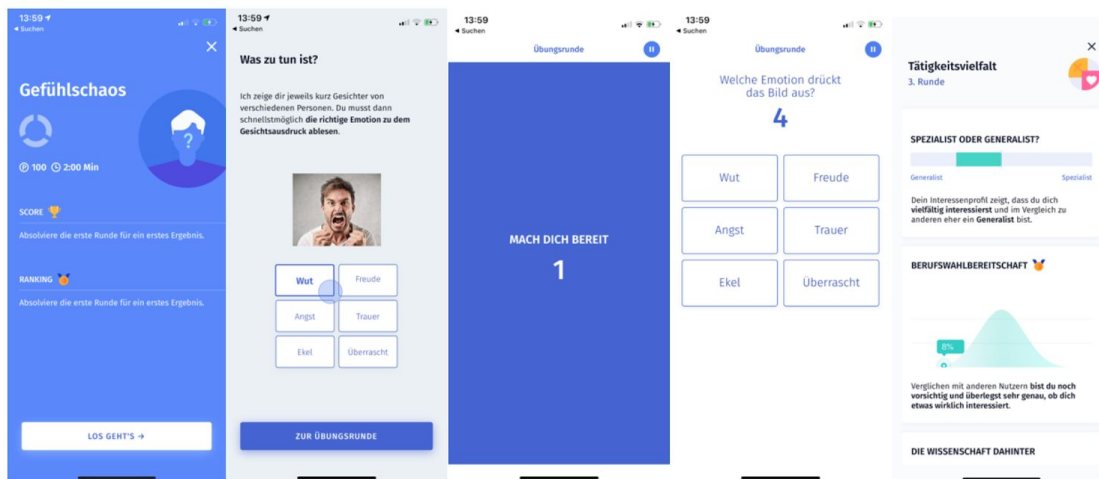
Assets

Our new Minigame fits in the blue section called „Fähigkeiten", therefore we need a content-related blue icon for the „items" and the „full-screen introduction".

Fullscreen Introduction