

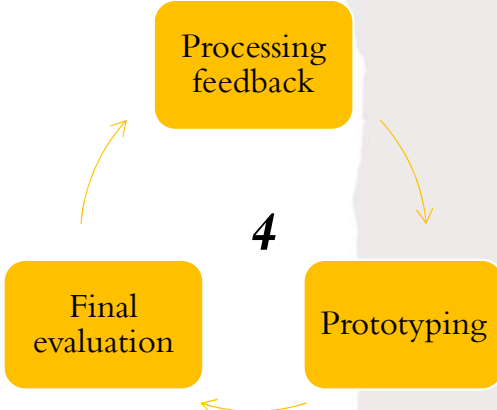
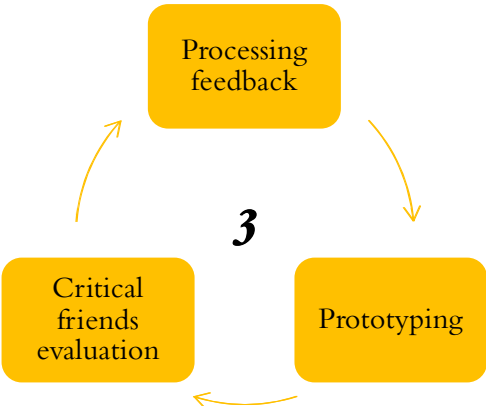
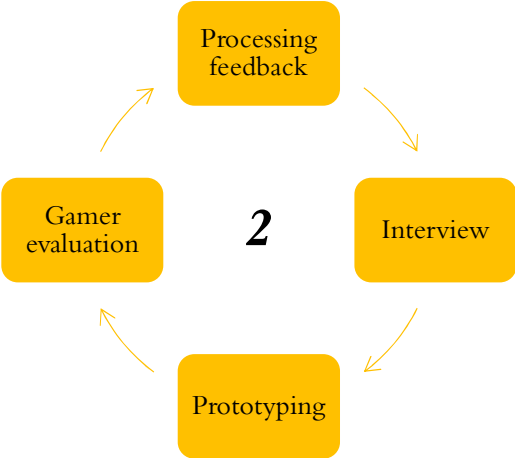
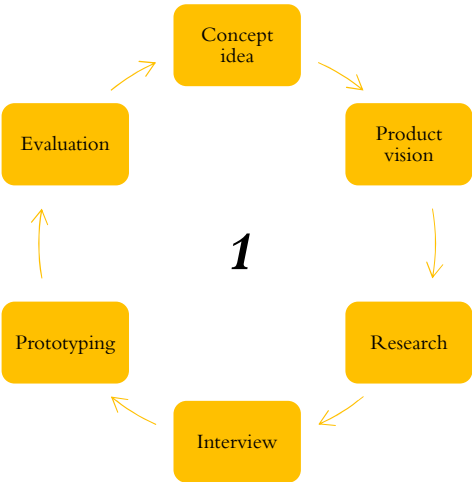


Team: LEAVE (Living Past 2021-II)

ESCAPING ZUILEN

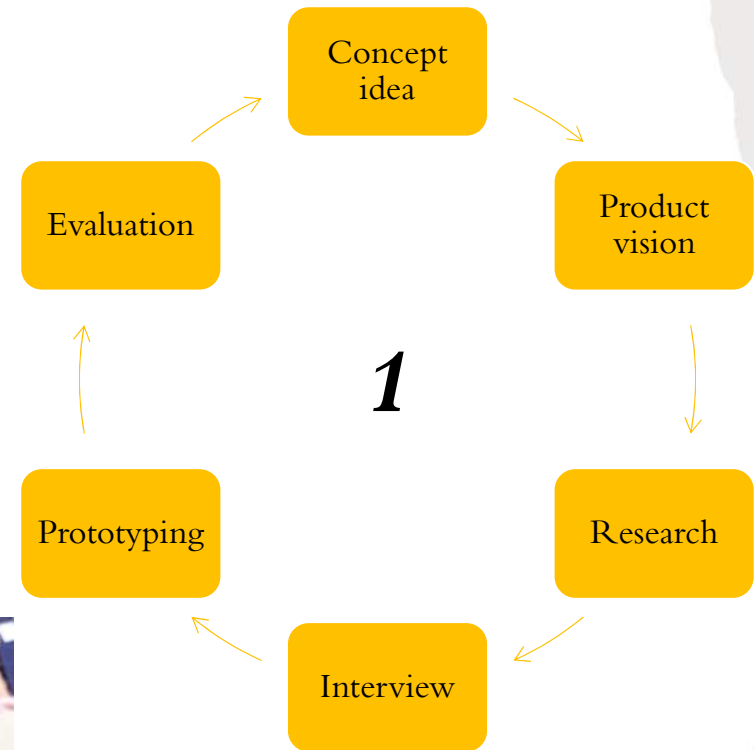
BRINGING THE HISTORY OF ZUILEN ALIVE

OVERVIEW



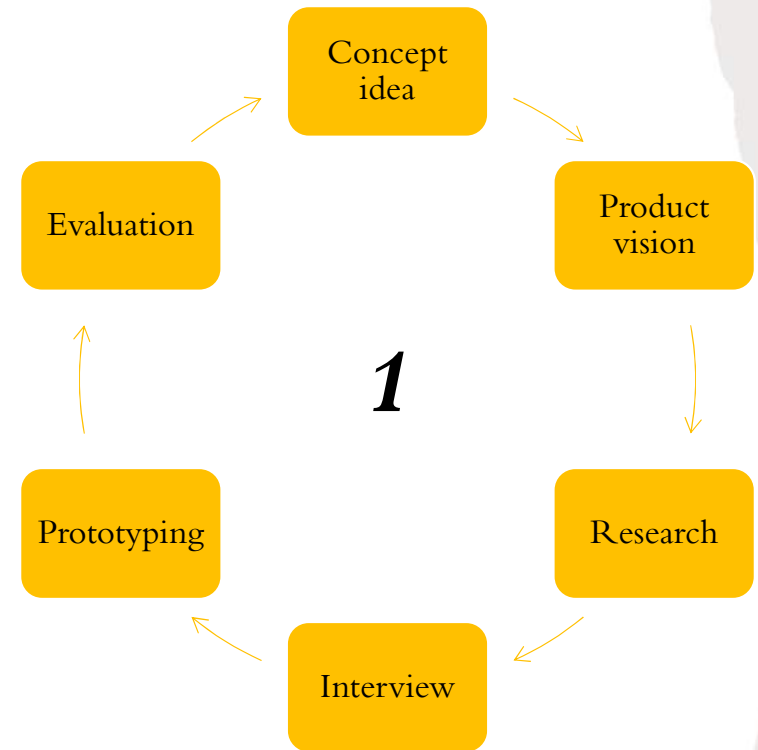
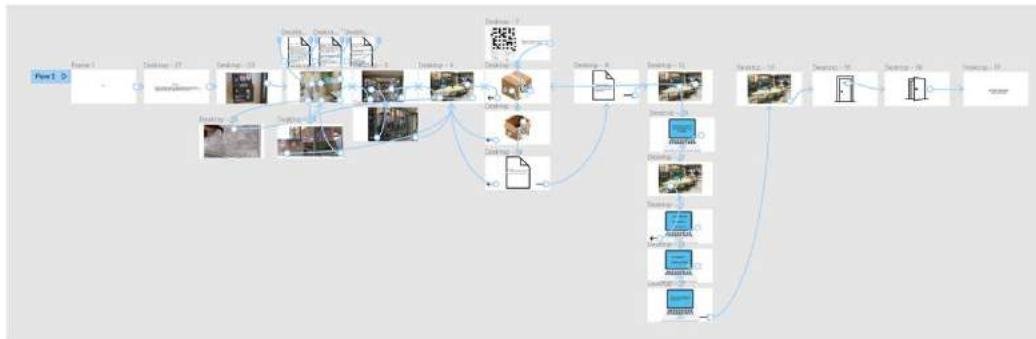
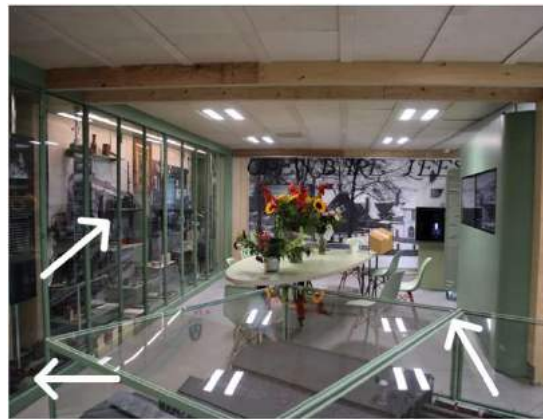
FIRST DESIGN CYCLE

- Existing literature and applications
- Interview Wim van Scharenburg
 - Target audience
 - Duration
 - Narrative
- Werkspoor



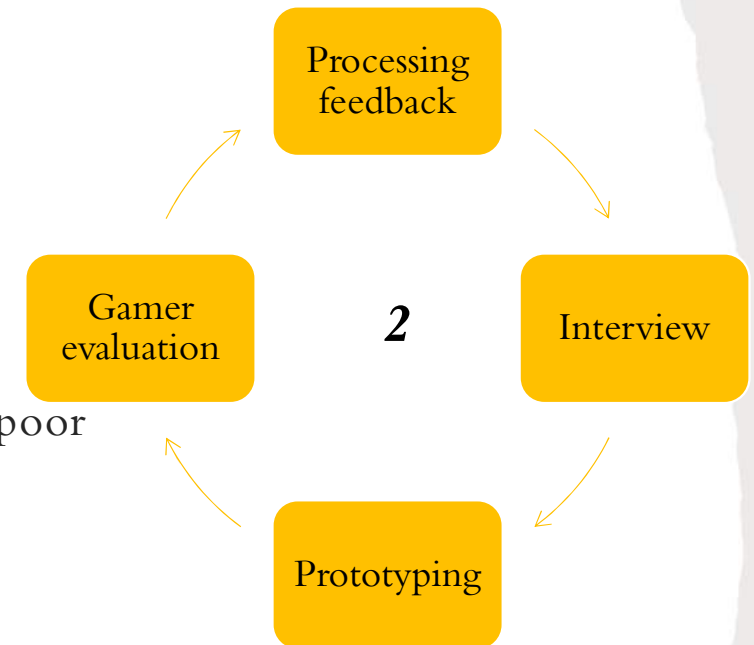
FIRST DESIGN CYCLE

- Setting up requirements
- Creating a lo-fi prototype



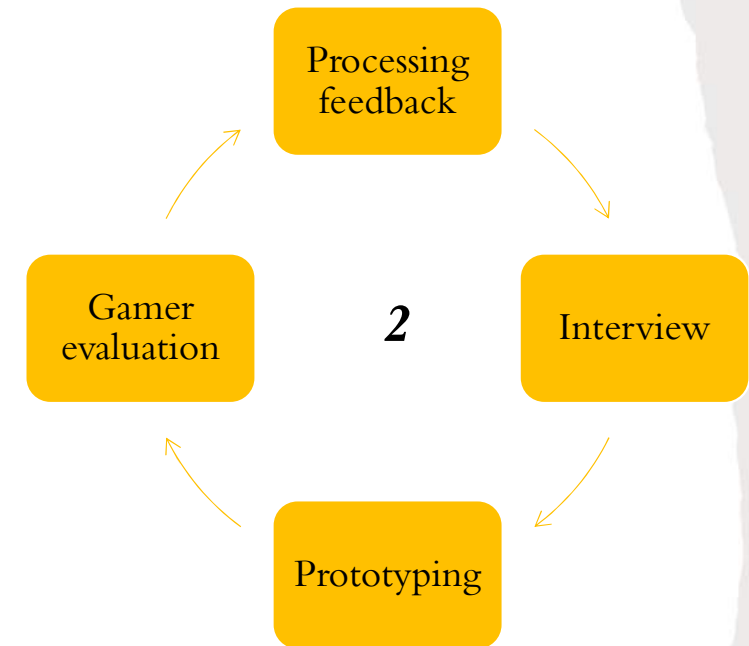
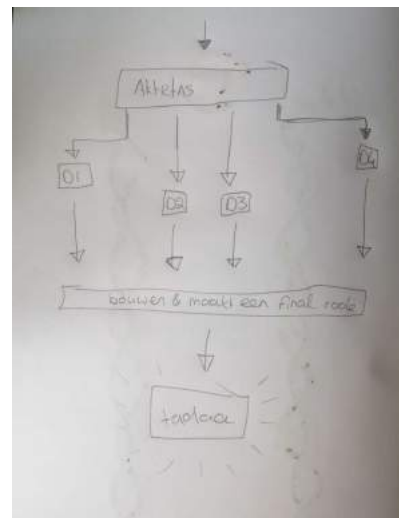
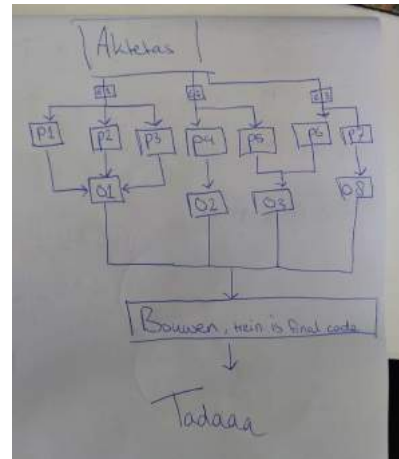
SECOND DESIGN CYCLE

- Processing feedback
- Interview Alice Veldkamp
 - Evaluation method
 - Learning goals
- Learning more about the company Werkspoor
- Learn more about the specialised training/education in Werkspoor
- Learn about true stories from employees of Werkspoor



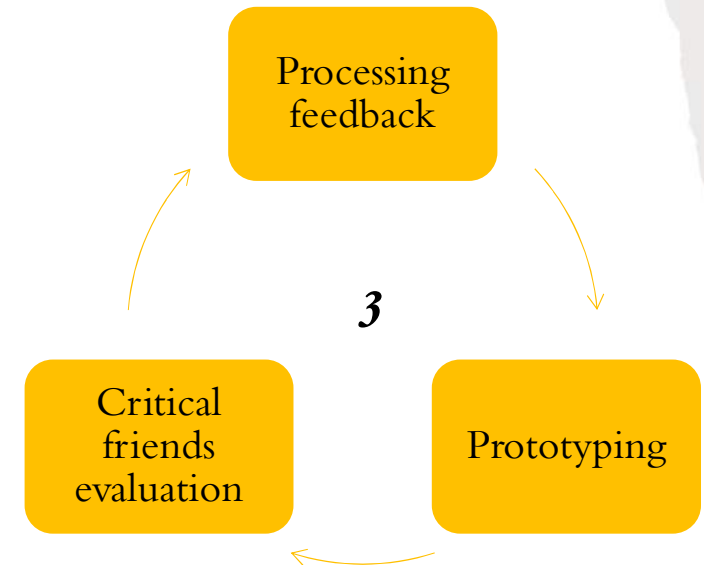
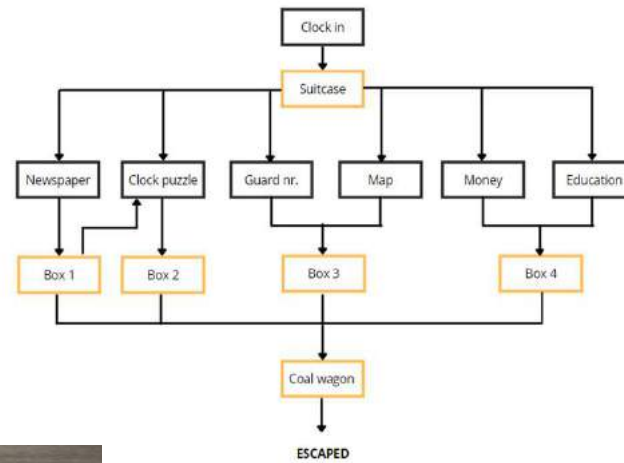
SECOND DESIGN CYCLE

- Puzzle flow
- Paper prototyping



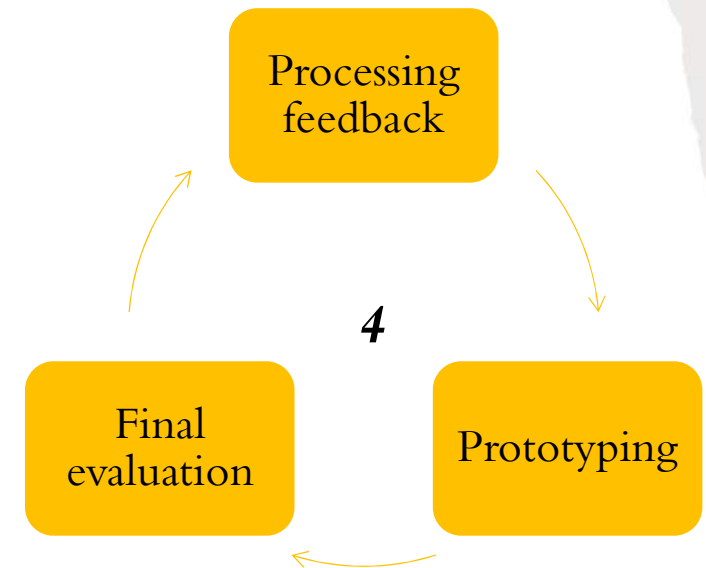
THIRD DESIGN CYCLE

- Puzzle flow
- Adding puzzles
- Narrative



FOURTH DESIGN CYCLE

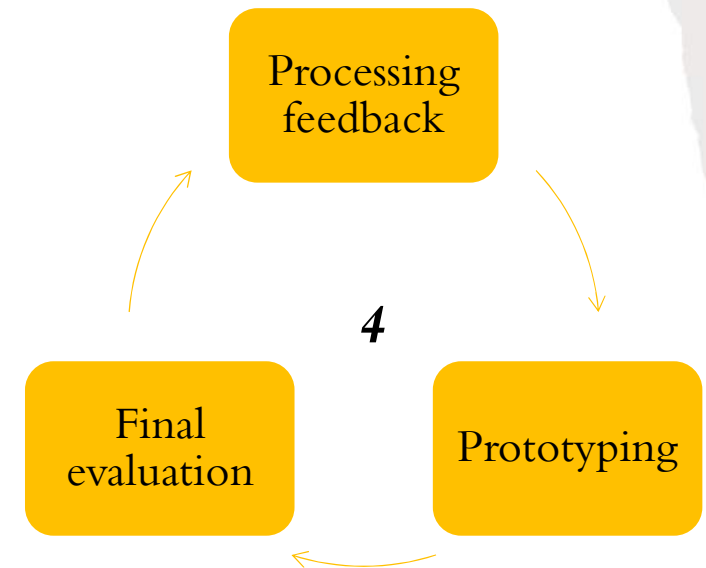
- Adding details
 - Employee
 - Coal wagon
- Finalizing the puzzles
- Final evaluation



FOURTH DESIGN CYCLE

- Adding details
 - Employee
 - Coal wagon
- Finalizing the puzzles
- Final evaluation

ADD DEMO VIDEO HERE

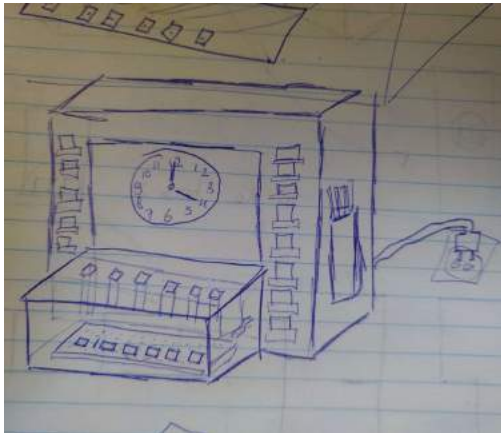
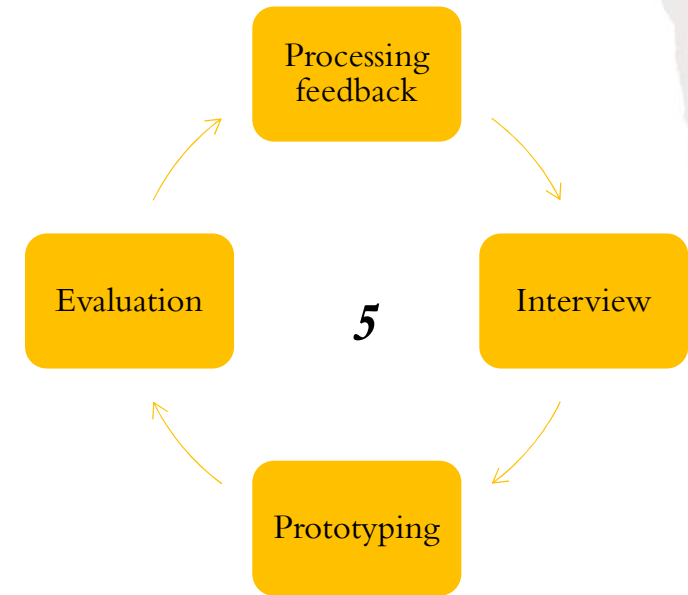
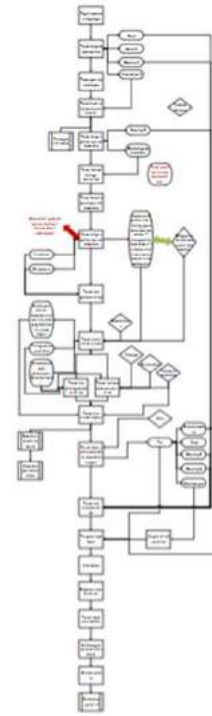


THAT'S WHERE LIVING PASTS ENDED

... but we didn't!

CURRENT PROJECT

- Changing puzzle flow
- Creating immersion
- Developing puzzles
- Changing materials (outsourcing)



ARE THERE ANY QUESTIONS?

PLAY!