

The Arcadia Report

Experience Design

Kezie Todd // IXD501



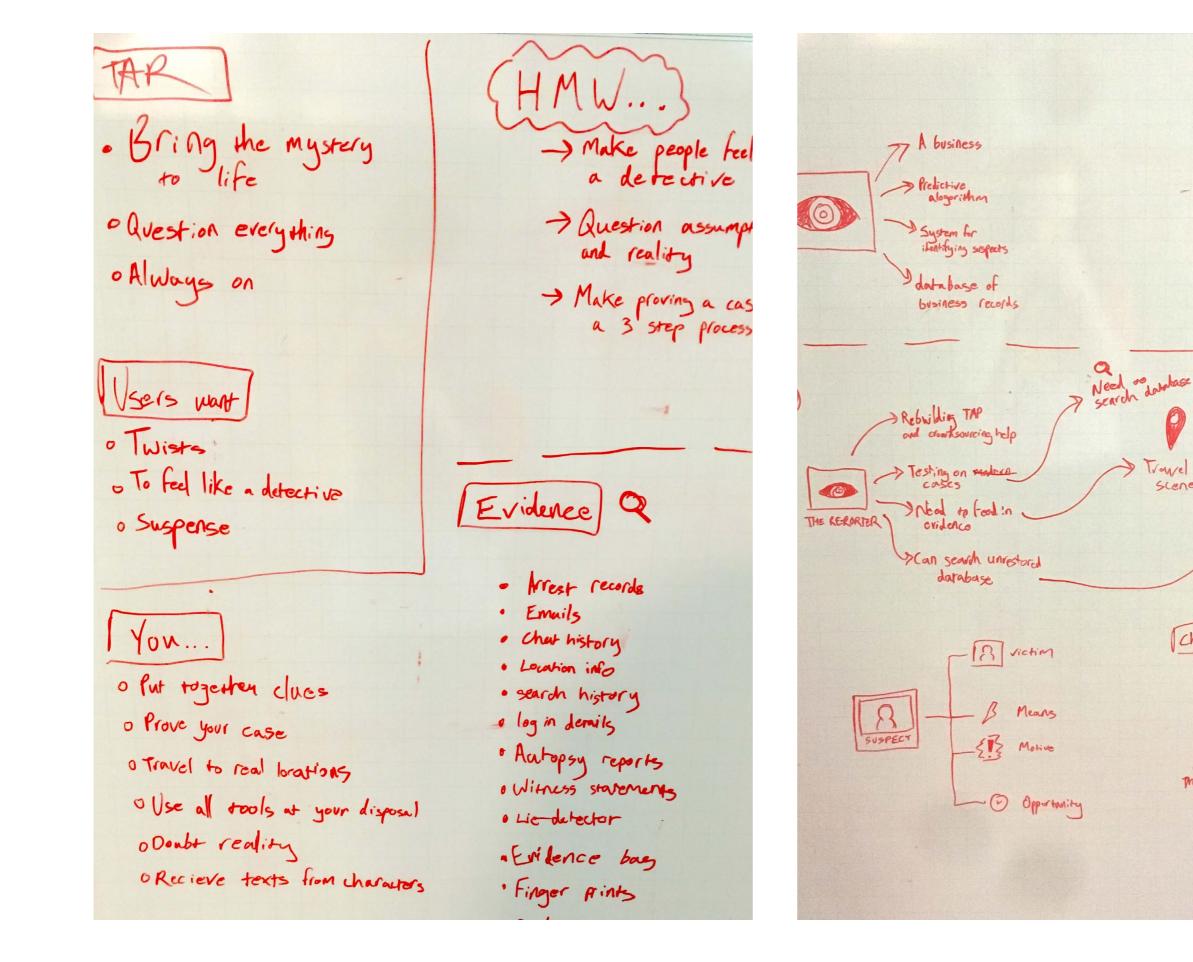
Game Design

Designing and testing the core gameplay loop

Scan or click for blog posts

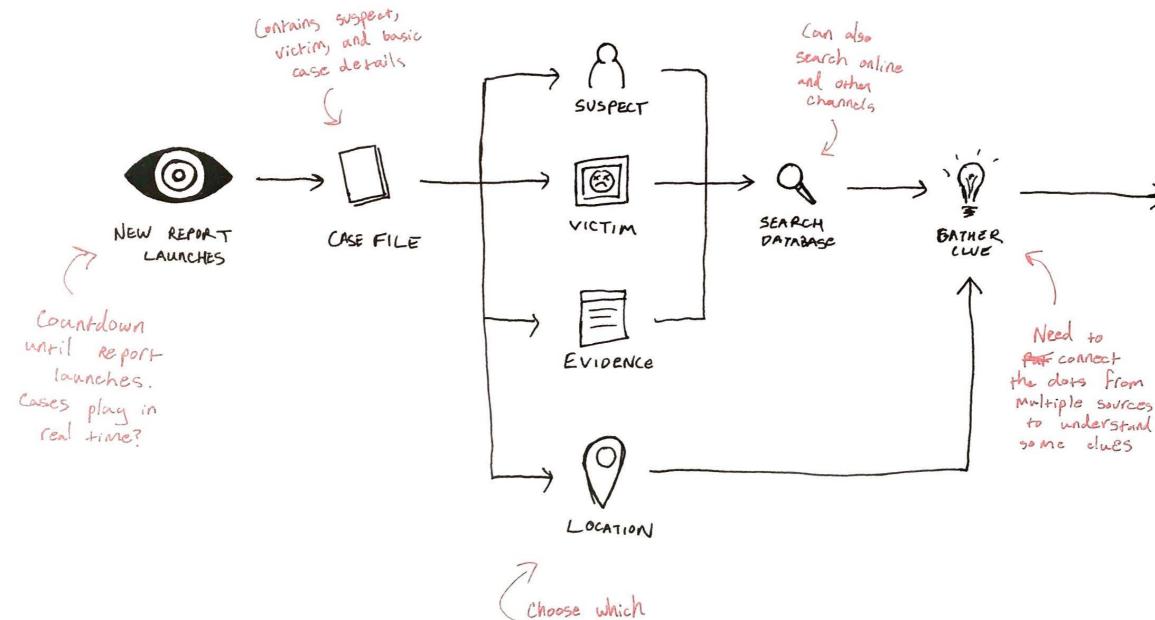


Weaving Together Story and Gameplay



> Investigating TAP > Holds key to Putting it back togethe) Missing Journalis Travel to Discover and Scene retrace steps of journalist who took MAP down Characters ? YOU The Reporter MR Victims The killer

Core Gameplay Loop



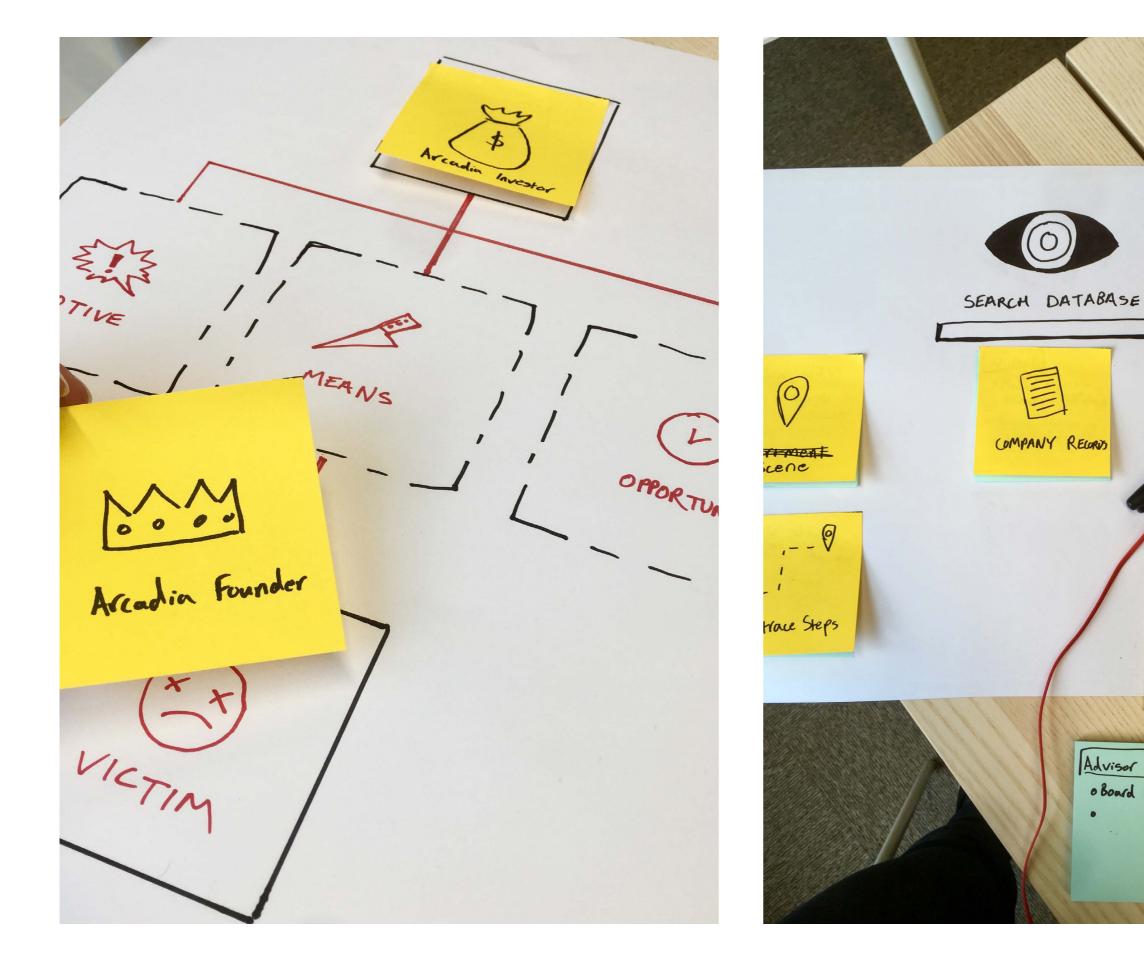
leads to pursue

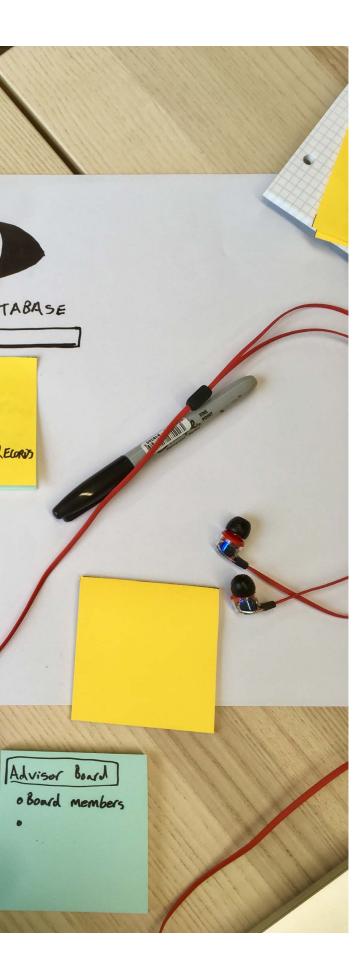
clues Any viceo to form report



SUBMIT REPORT

Building a Paper Prototype





Testing the Core Gameplay

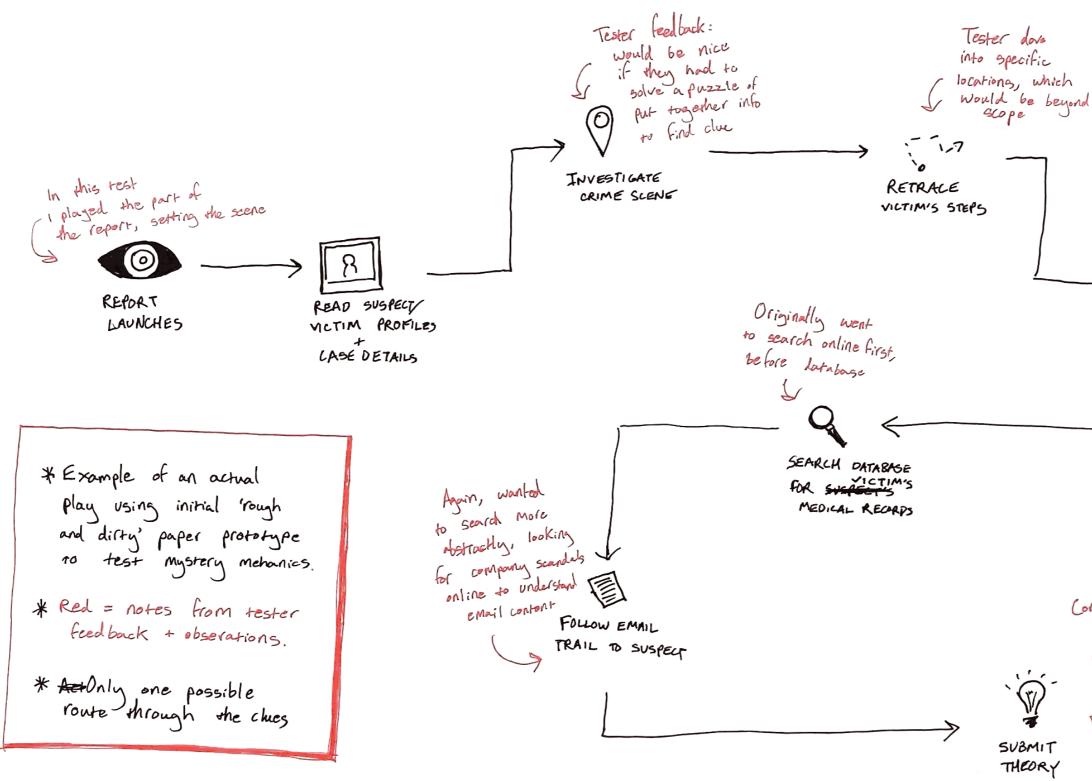




Click or scan to see how it works and the results of the testing.



Mapping User Feedback



How to plant Plausible evidence or explain it so it feels real and Users can search online? SEARCH ONLINE FOR INCIDENT REPORTS

Correct! Though still had to Make some leaps in logic. Three piece structure helped



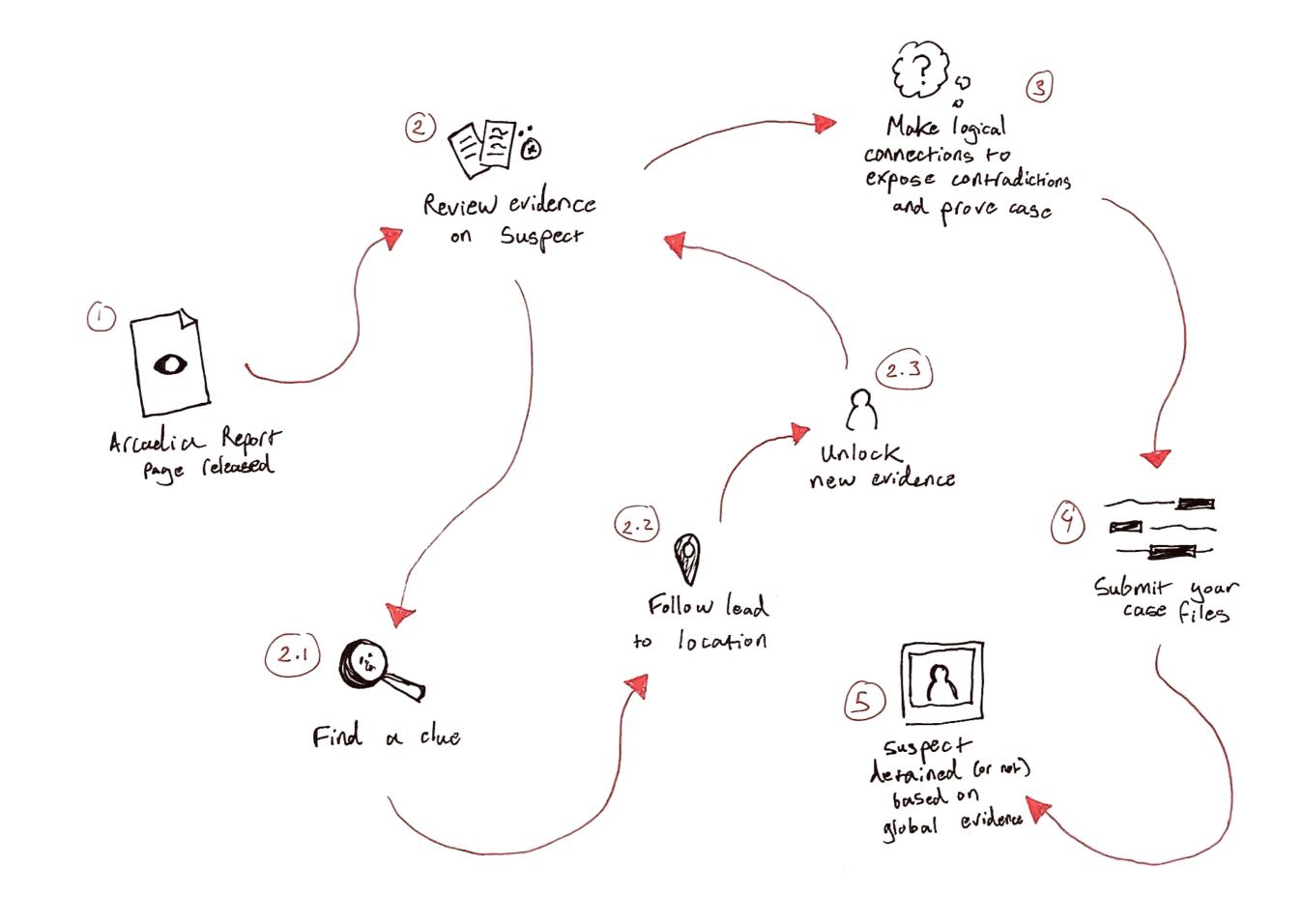
User Flows

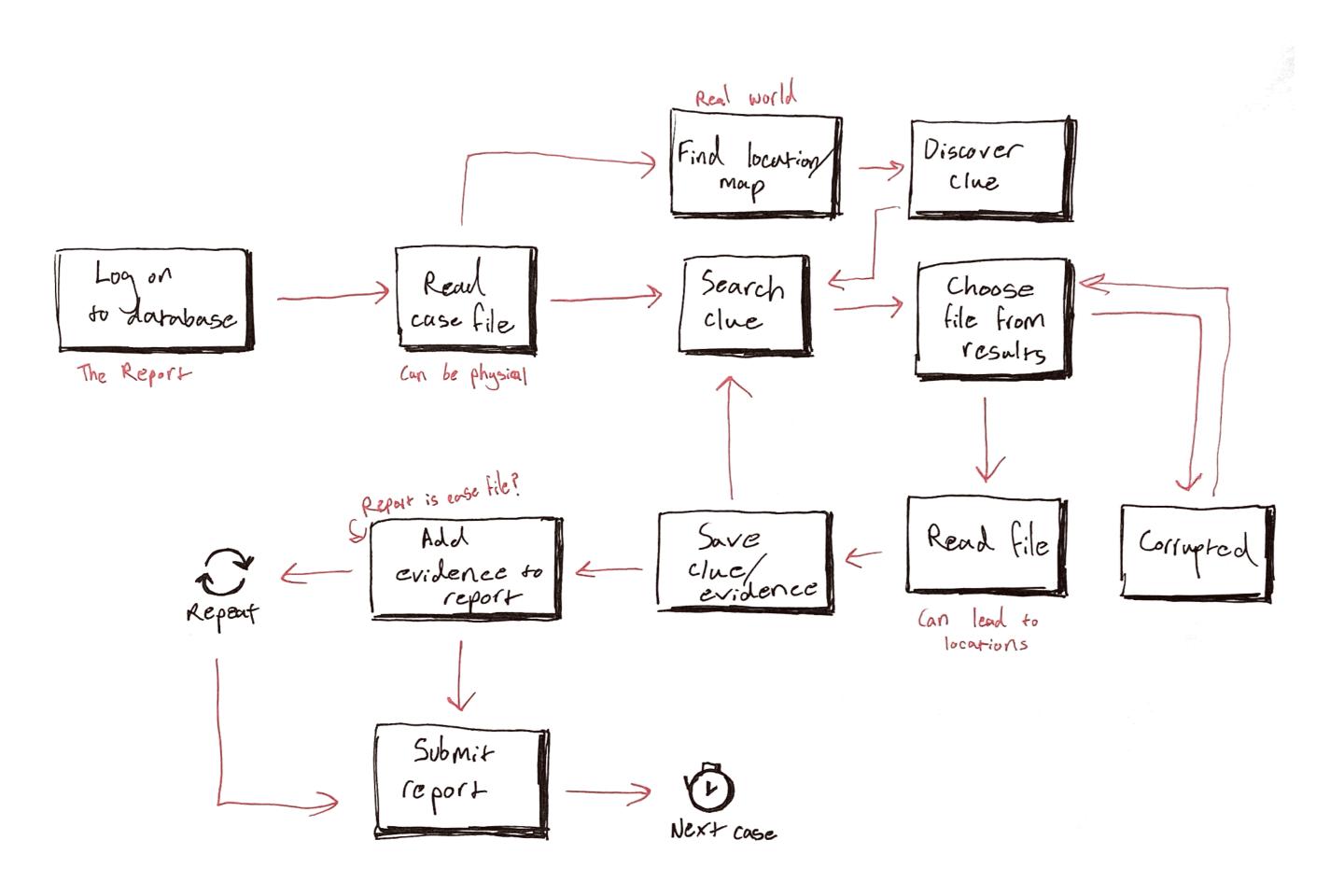
Designing a path through a mystery

Scan or click for blog posts

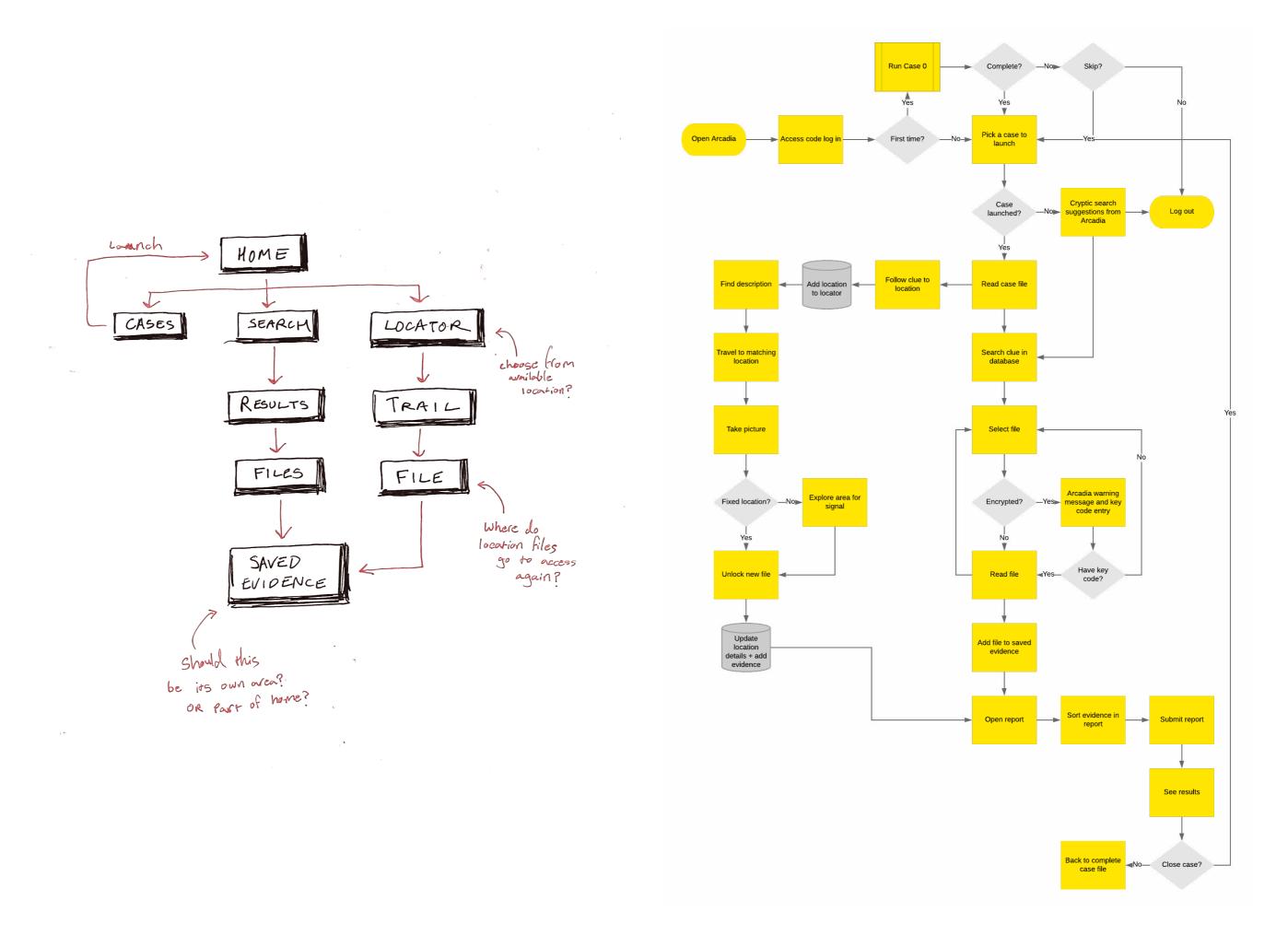


Case Flow

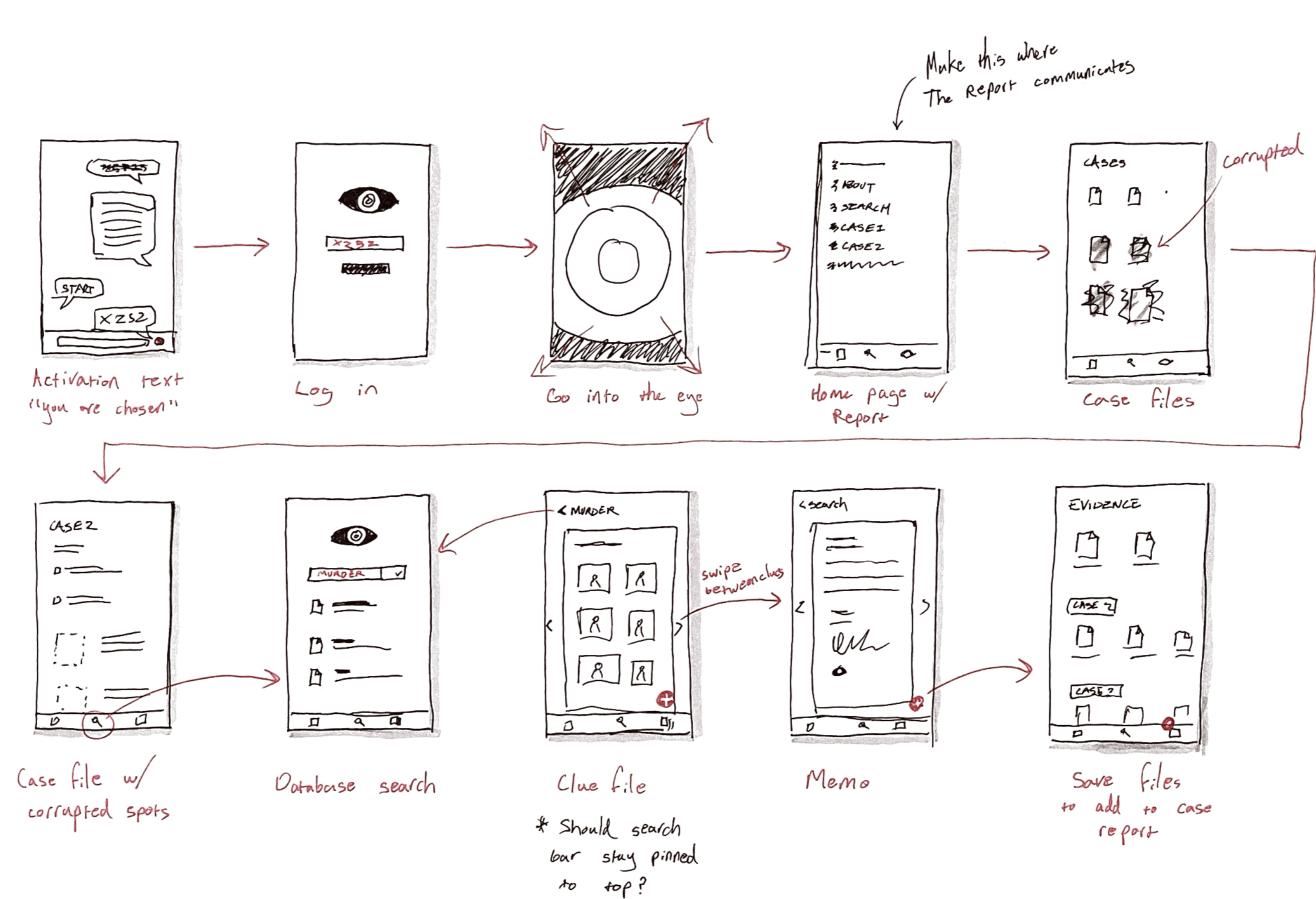




Flowing Through Information Architecture

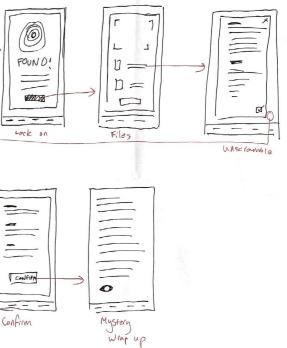


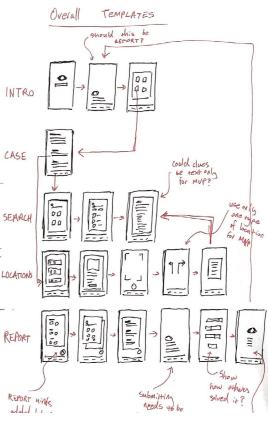
First Story Board



Sketching the Flow









Visual Design

Designing the style and experience of a corrupted database

Scan or click for blog posts



Original Moodboard \bigcirc

"If Josef Müller-Brockmann ran a startup in the dot com bubble"

The original moodboard for a corrupted database under a sleek corporate shell, exploring a more found footage concept. Scan or click to view the whole moodboard.





Ul Visual Grammar

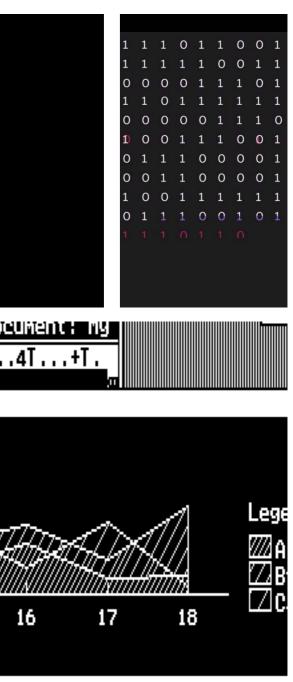
Inspirations

- MS-DOS
- Corrupted files
- Glitches
- 90s Silicon Valley
- Command Line Interfaces
- Monochromatic Minimalism



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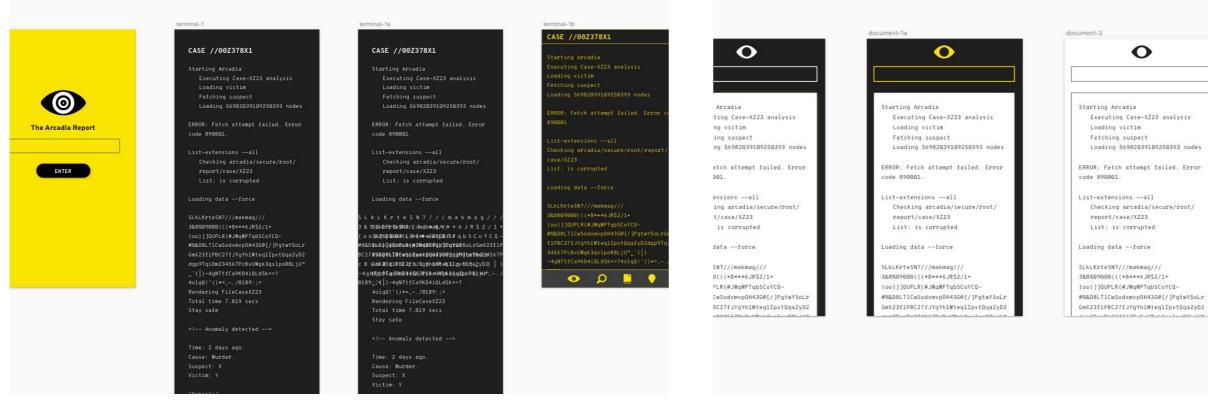


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Style Iterations (1/3)

The Report, the interface itself, is a central character. It should feel like a part of the mystery, not a mere container for it.



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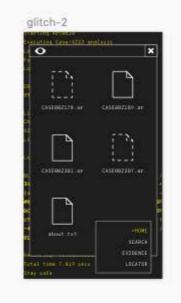
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Style Iterations (2/3)

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SEARCH

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glitch-3



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text-1b р зисти



text-1c







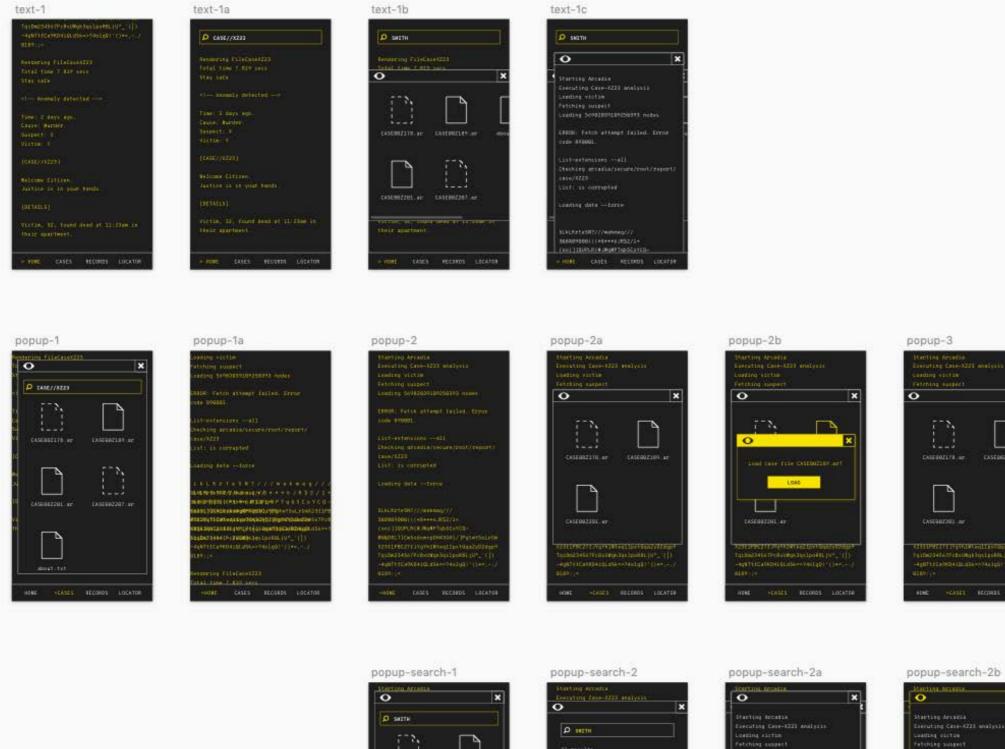


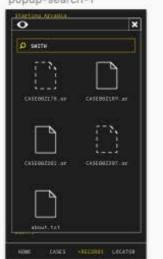
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Style Iterations (3/3)





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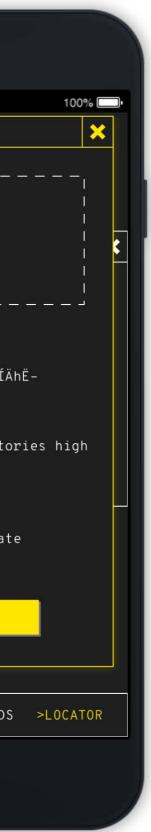
Style Test Prototype

Prototype 2: Style Test

- The first digital prototype, the goal was to test the visual design in context and see how users respond.
- Click or scan to try it for yourself.



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Iteration Based on Feedback

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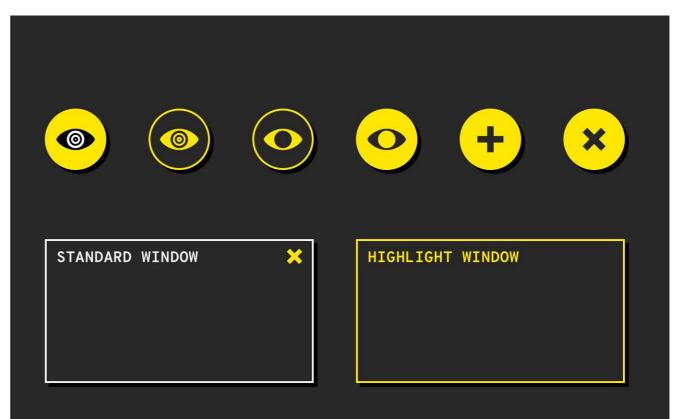
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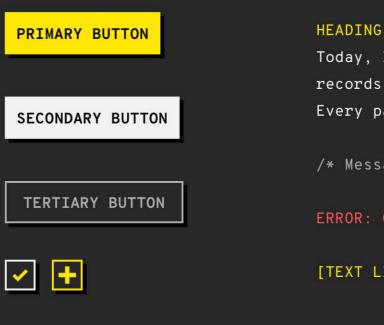






Responding to Feedback:

- Indicating corrupted images are a photograph.
- Making text hierarchy clearer
- "I can hear the sound of the keys!"



Today, I am opening up the records of Arcadia, Inc. Every past case, every file.

/* Message */

ERROR: Corruption

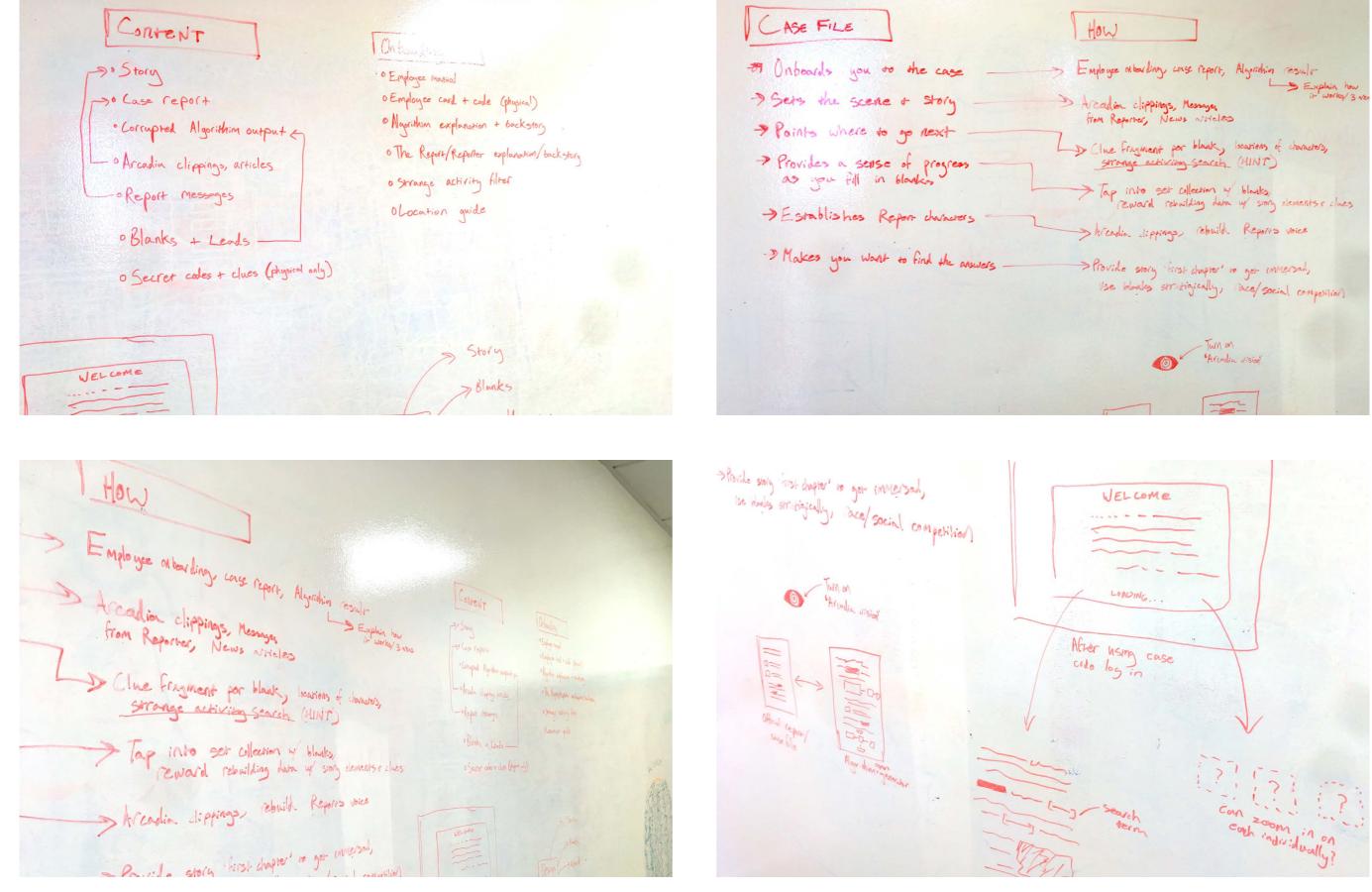
[TEXT LINK]



Case File

Designing the central hub of The Arcadia Report

Brainstorming All Things Case Files

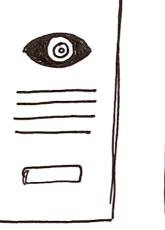


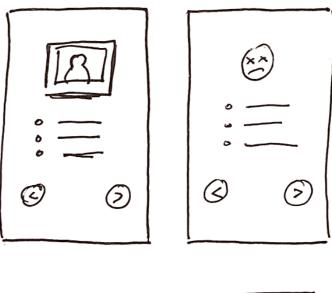
O Case File Requirements

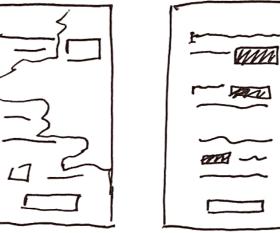
Onboarding/case overview

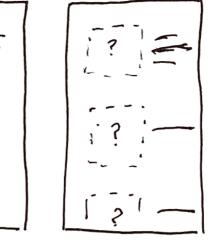


- Set the scene and introduce the case
- Establish The Report's character
- Make you want to find the answers
- Provide clear next steps
- Introduce locations
- Reward thorough investigation



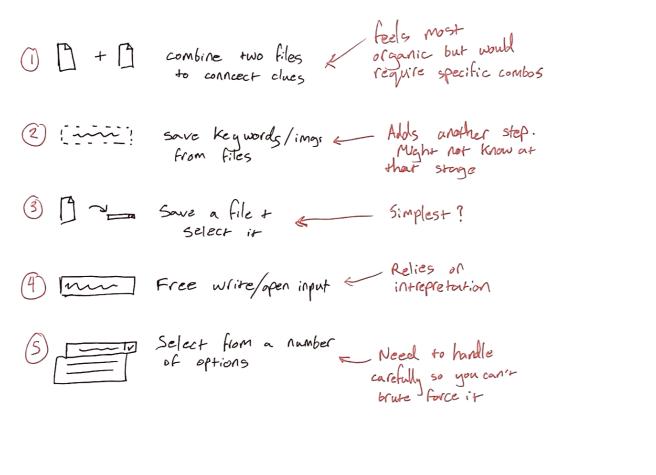


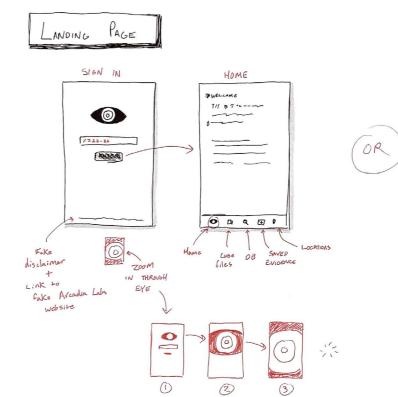


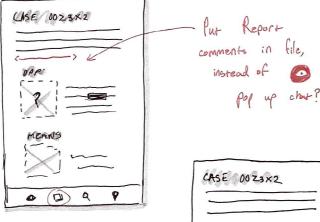


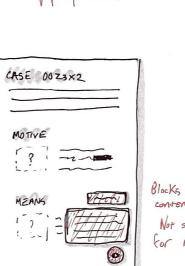
Corrupted report. Up to you to fill in the blanks

Case File Sketching (1/2)









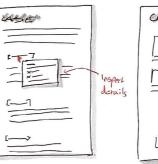
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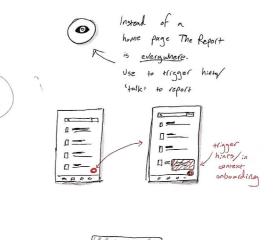
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content? Not suited

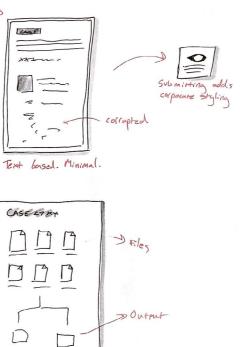
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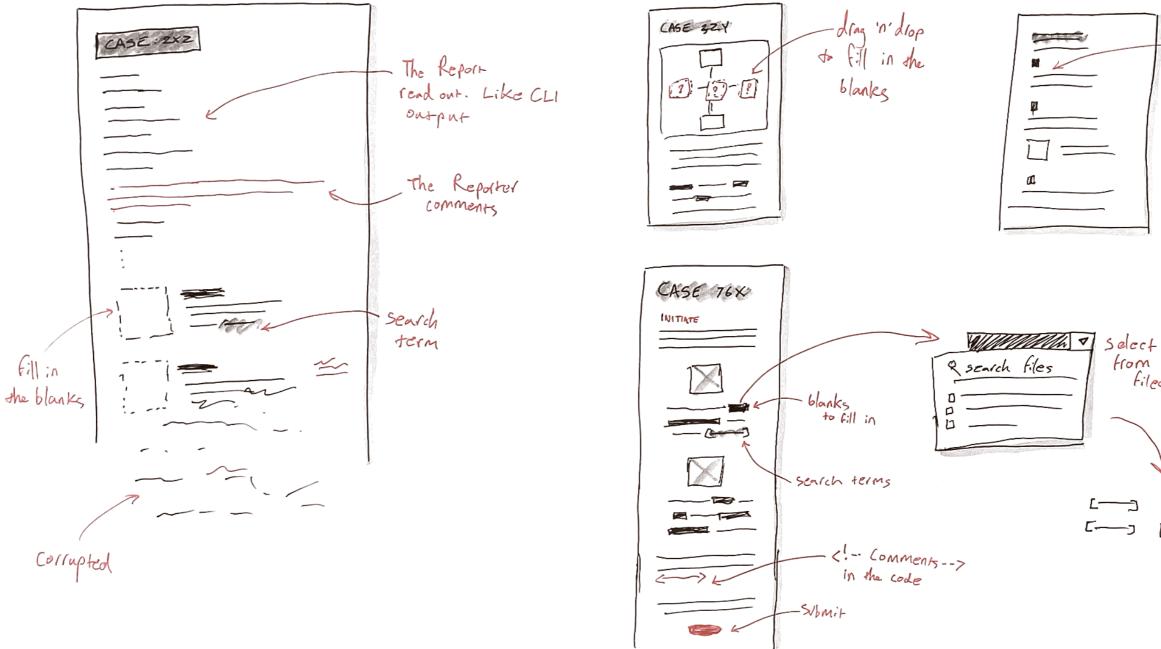








Alternate, desktor style

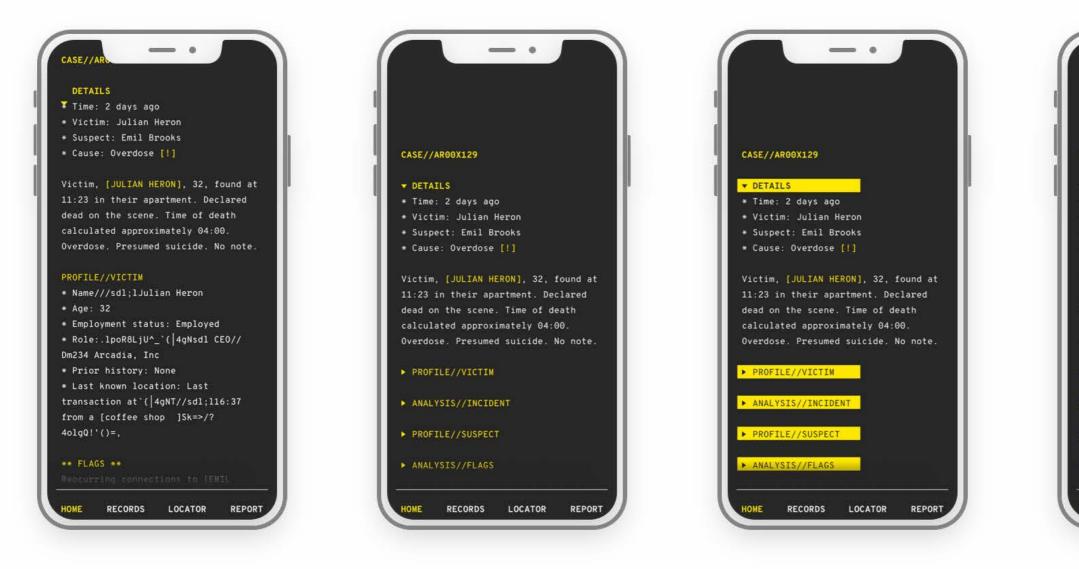


commands to get readout

from sowed files choose key clue tog from file 7

Iteration Based on User Testing

Displaying all the text at once proved off putting and more difficult to parse while testing with users. In A/B testing of collapsing sections versus displaying all, the accordian design won with 100% of users.



Users' Choice

11:23 in their apartment. Declared dead on the scene. Time of death calculated approximately 04:00.	▶ <u>PROFI</u>	e. Presume LE//VICTIM SIS//INCID		lo note.
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Locations

Transforming your city into an escape room

O Location System (1/2)

Users should feel...

- Like it's real
- Part of a treasure hunt
- Like you're smart
- Like you've discovered something new and exciting

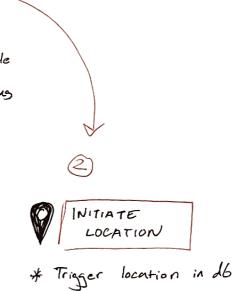
Locations should be...

- Logical part of the mystery
- Part of a larger puzzle
- A fun quest to find
- A place you can go with friends
- A rewarding hunt to complete

Location a ind CLUÉ Ex: + corrupted imq, only description available * Meeting point From Killer * Coffee shop in x radiug * bridge * Tallest tree

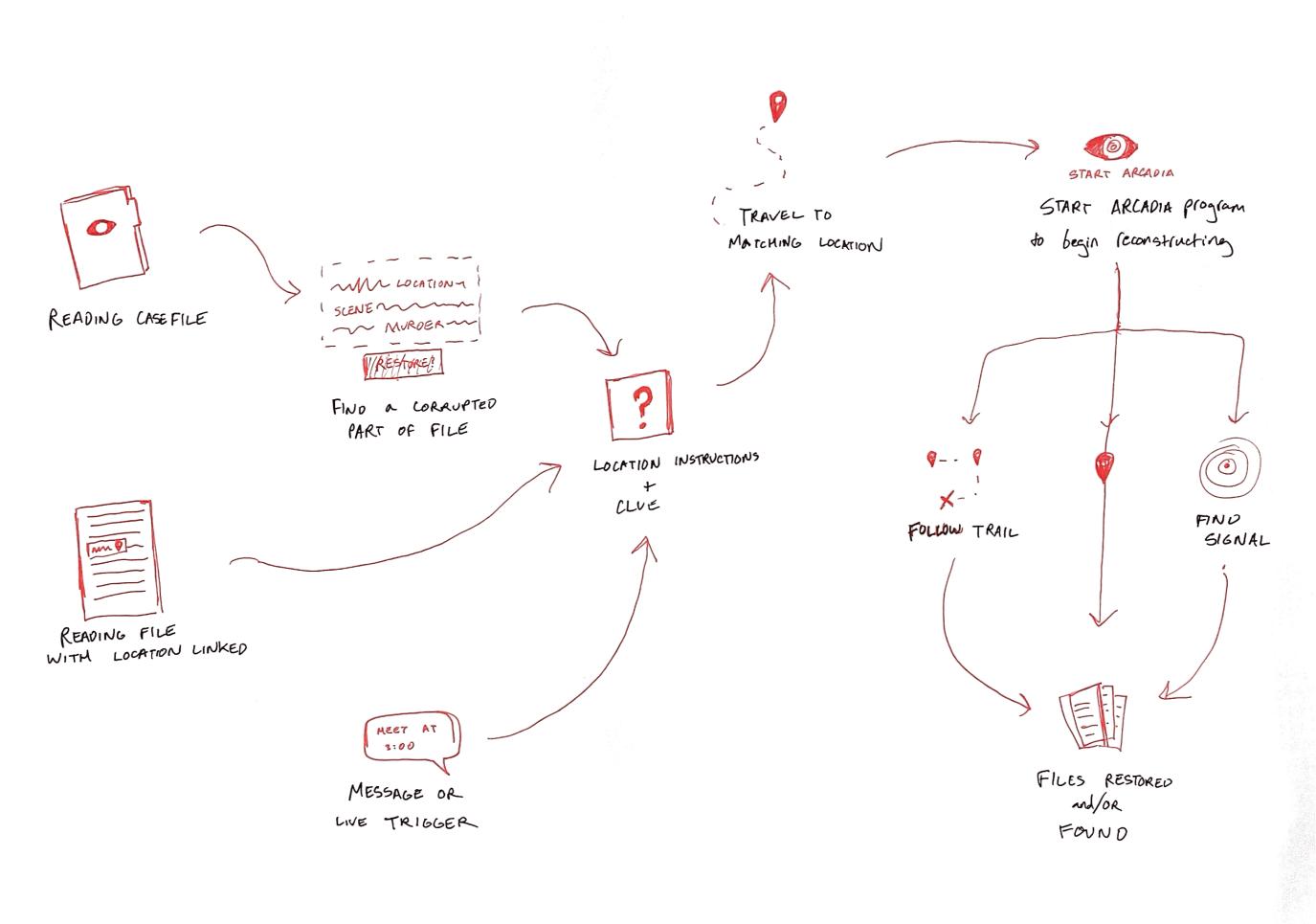
FIND CLUE 3 * Initiate Story/Messages 13 * Treasure hunt (x blocks, turn R) * Re order jumbled content from restoration/hack

4

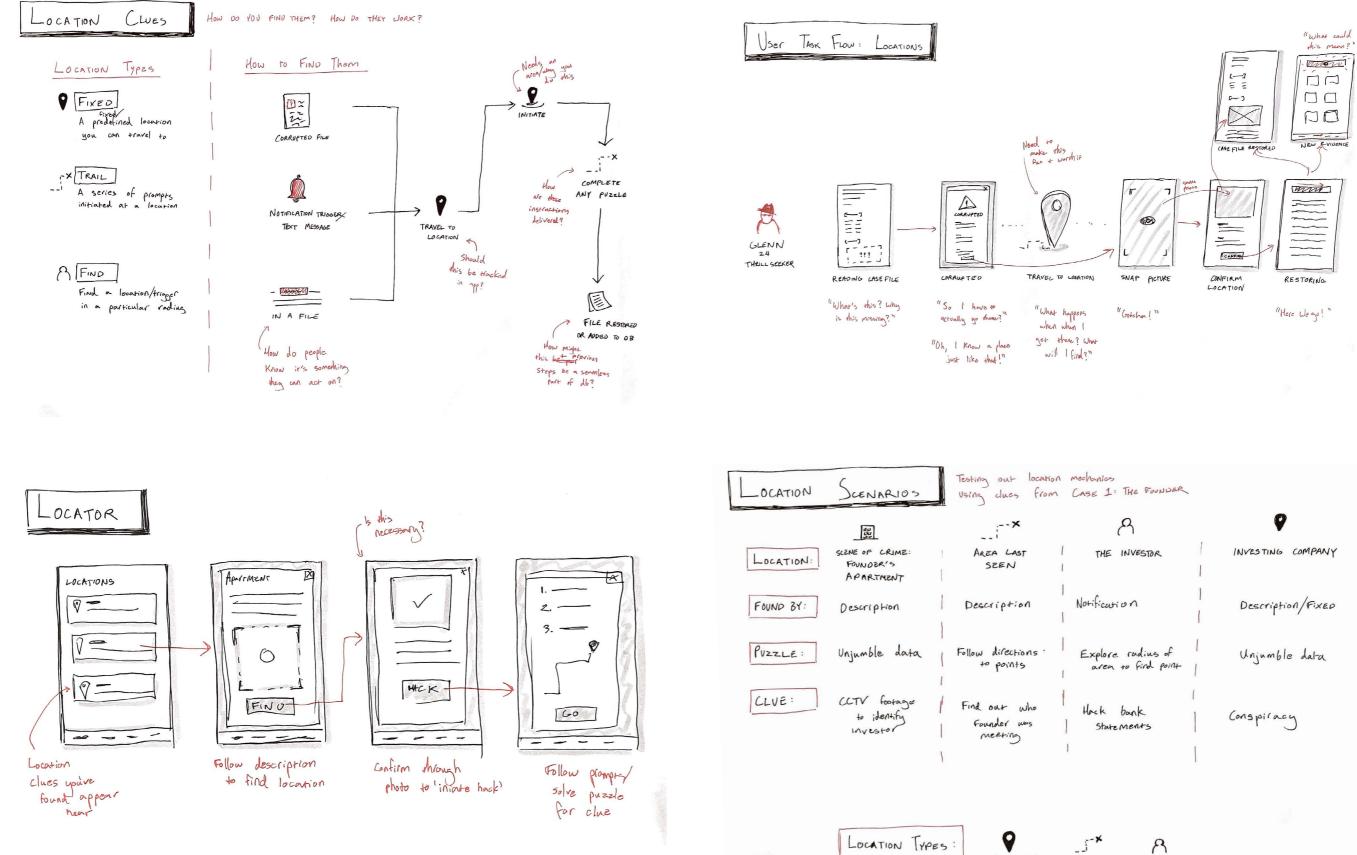


EVIDENCE Added * Files added Pass word obtained * New search term * Servets

Location System (2/2)

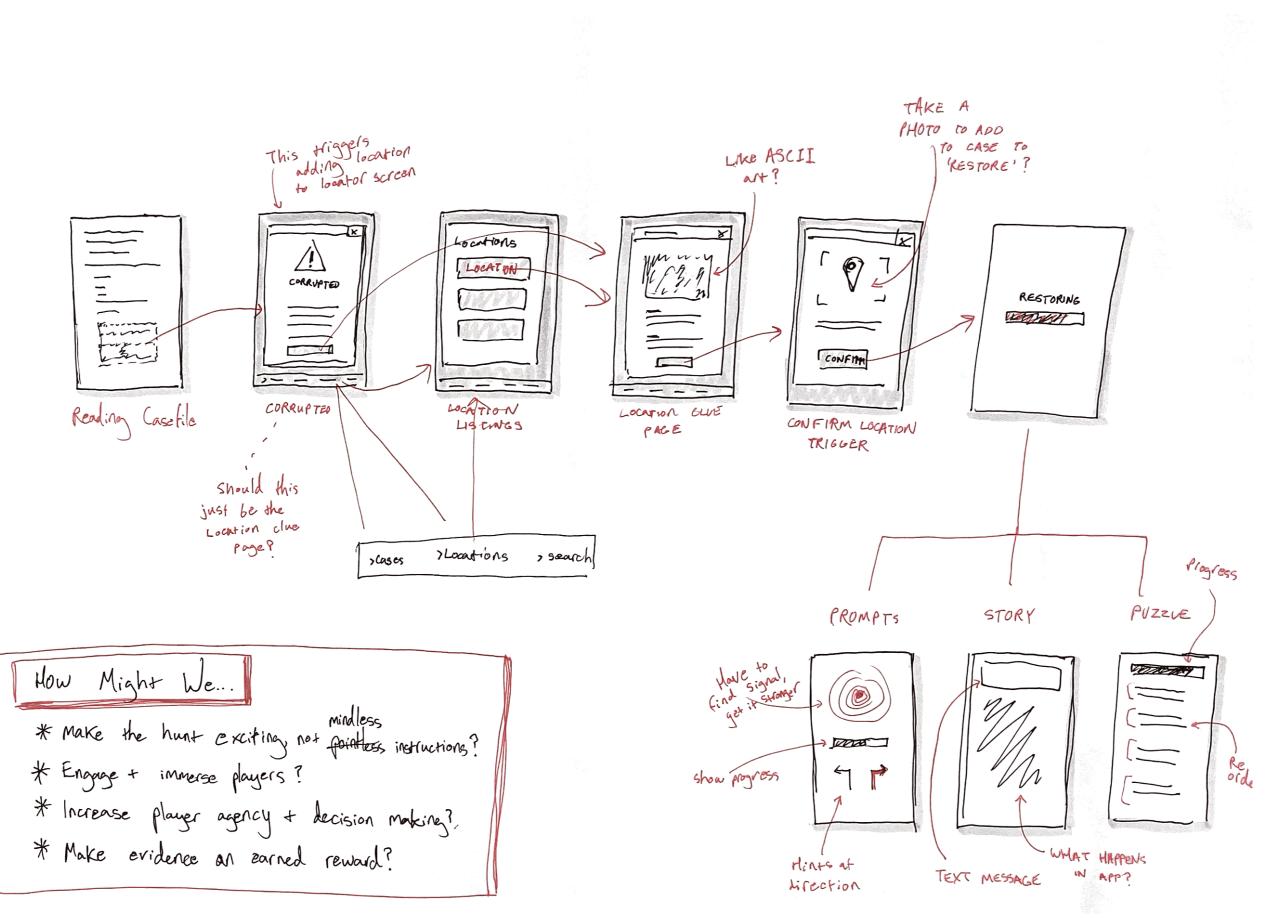


Designing How Locations Work \bigcirc



DESCRIPTION FIXED

8 HUNT FIND/ MEETING Location Flow

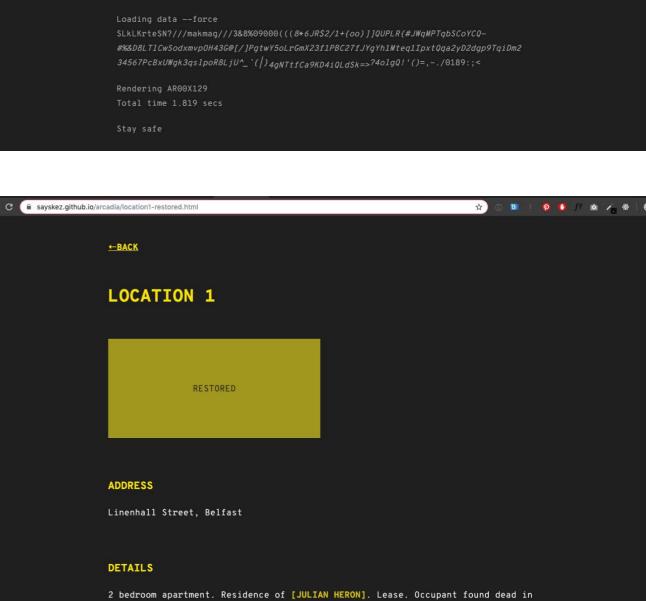




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Stay safe		100	}
s/div>		101	
		102	h4 {
section class="intro">	Consideration and the second sec	103	margin: 2em auto
<h4>** BEGIN MESSAGE **</h4>	And a second sec	104	}
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Welcome Citizen #00328,	Control of the second s	106	.output, .message {
	And the second s	107	opacity: 60%;
years ago our founder, Julian Heron, began the dream of Arcadia.	ere Conference in Anthen (2015) Conference in Anthen Conference on Conference in Anthen Conference	108	}
	Martin and a series markets anomalitations ¹⁰ Contact and R. parties, and the Contact and R. parties, and the Contact and R. (1)	109	
>2 days ago he was found dead.	CONTRACTOR	110	.intro {
	And a second sec	111	color: 📕 #FFE501;
The official verdict was suicide but the reality is that Arcadia and the change		112	opacity: 80%;
it signals is under systematic attack. First the company, now the founder. But the		113	}
dream of justice for all, by all, will not die with him.		114	in the second second by
		115	.intro h4 {
Today, the records of Arcadia, Inc. open. Every past case, every file, every		116	margin: 2em auto;
company record. With your help, the corrupted database can be restored and the case		117	}
reports generated by Arcadia algorithm restored. Once restored with your help, the		118	
true killer can be identified and justice served. If institutions will not seek		119	.intro {
truth, we will crowdsource it.		120	margin: 4em auto;
		121	}
Justice is in your hands.		122	
		123	input {
<h4>** END MESSAGE **</h4>		124	margin: 1em auto;
:/section>		125	}
		126	

File /Users/kezie.todd/Documents/github/arcadia/case1.html	🖈 0 🗉 9 🚺 🗖 🖌 🕸 8
PROFILE//SUSPECT	
* Name: Emil Brooks	
* Age: 44	
* Employment status: dgp9TqiDm234567PcBxUWgTerminated	
* Role: Advisory board member	
* Prior history: Venture capitalist. Initial investor in Arc	adia, Inc.
** FLAGS **	
3 incidents filed with HR	
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PROFILE//VICTIM//LOCATION	
Crime scene: Victim's apartment	
CORRUPTED	
CURRUPTED	

Qqa2yD2dgp9TqiDm234567a9KD4iQLdSk=>1gQ!'()=,-./0189:;&12 apartment. Occupant found PcBxUWgk3qs1poR8LjUTtfC inPcBxUWgk3qs1poR8LjUTtfC.



WELCOME CITIZEN

Loading 5698203910923850393 nodes

the bathroom at approximately 04:00.

ERROR: Fetch attempt failed. Error code 890001.

C I File /Users/kezie.todd/Documents/github/arcadia/case1.html



User Testing the Prototype

Prototype 3: Location Test

- I used the HTML content prototype on a mobile browser to create an approximation of the location experience.
- The goal was to test the case file content and see if people understand and enjoy the location gameplay.
- Click or scan to try it for yourself.



**** BEGIN MESSAGE ****

Welcome Citizen #00328,

The Arcadia Report is the corrupted database of a failed startup. Someone is reigniting their quest to build an algorithm to solve crimes and attempting to crowdsource justice. It's up to you to piece together clues from the corrupted files to solve the mystery and uncover the truth as people connected to The Report keep turning up dead. Can you restore the report and stop a serial killer?

FOR THE TEST

1) This is a prototype focusing on the content, not the final design or a working product. If anything goes wrong please say. It is the prototype's fault.

2) This is a snapshot of core content with an introductory chapter and other elements of the game missing. If there are areas you find confusing or things you would like to be able to do, please say.

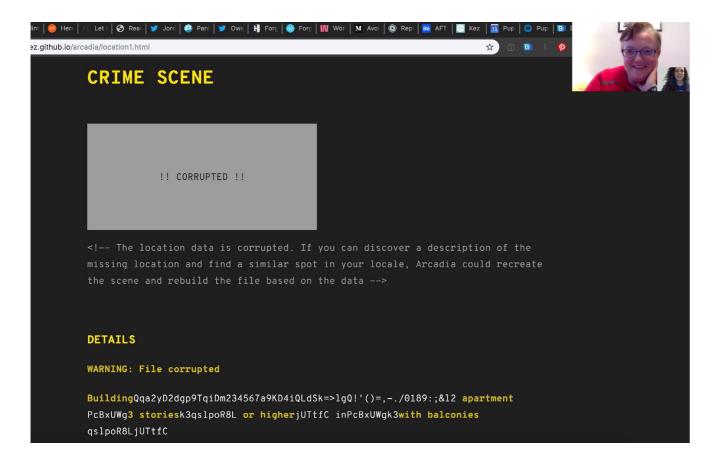
HOW TO PLAY

- 1) Scan the QR code with your phone to open the case.
- 2) Read the case file and attempt to fix a corrupted file.
- 3) Think out loud and comment as you go.

** END MESSAGE **



Usability Feedback and Iteration



Locations	Sort by Name 🗸			
🚞 On My	Case 1.txt	Yesterday		
ar-con	Case File 1 #case1 #casefile Starting Arcadia Executing			
Favorites Drag folders and files here for	Clues.txt Case 1 - Clues #c Case file Links: Ap			
quick access	Content list.txt #meta Interface S Locations Report			
Smart Folders Recents Hashtags (#) case1 (#) casefile (#) clues (#) location (#) meta	Locationtment.t Location 1: Found Apartment #case	er's		
	Locationtrace.tx Location 2: Retrac #case1 #location	ce Steps		
	Location Trail.t Location 3: Trail # #location ADDRE	case1		
	Locationplate.tx Location How To a #location Reading	#meta		
	LOCATIONlain T LOCATIONS // Pla Identify location T	in Text		

LOCATIONS // Plain Text

- 1. Identify location
- 2. Travel there
- 3. Take a picture to start Arcadia

Step by Step

- 1. Identify a location by...
- finding the description in the corrupted file
- 2. Travel there by...
- Identifying a place near you that matches the description
- Travelling there
- OR faking it
- 3. Take a picture to start Arcadia...
- Take a picture
- Confirm

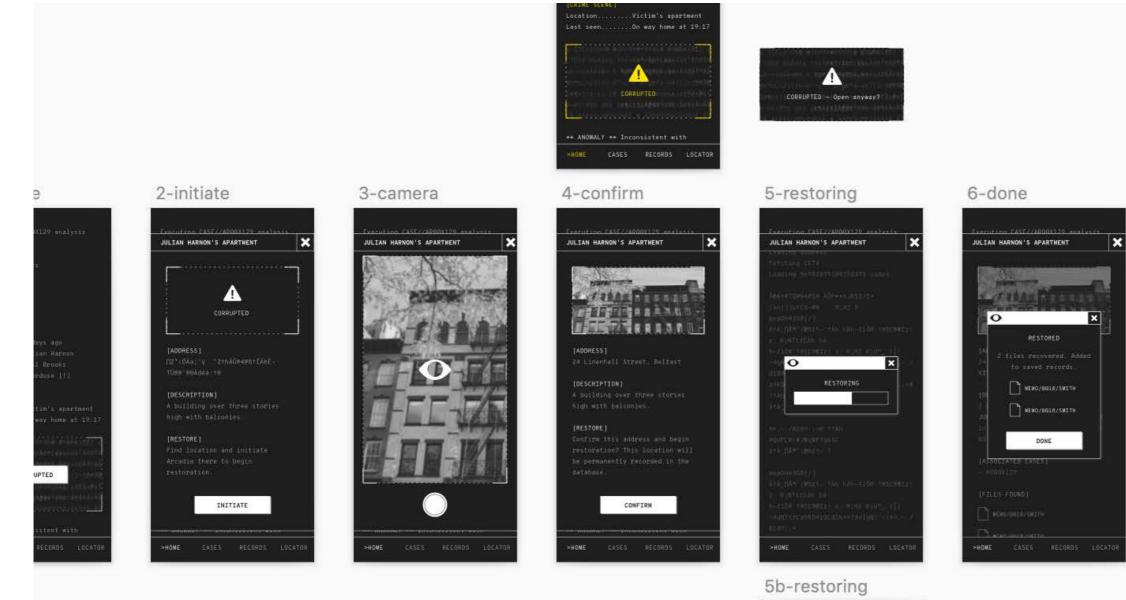
Results with v1

- I tested with 2 coworkers and a gamer for the first version.
- 3/3 did not understand the location directions.
- All were interested in the content but some struggled to follow, especially with the quantity of text.

Results with v2

- I tested with 2 millennial/gamers and 1 mystery fan.
- Locations directions were better but need work. All were excited by the idea.

Location Wireframes









Location Wireframe Prototype

Prototype 4: Location UI

- Monochromatic wireframes developed alongside the content-only HTML prototype.
- This gave me a chance to see how the flow functioned in the interface and show it to users for context after tests.
- Experimented with prototyping both Marvel and Figma versions (Figma won).
- Click or scan to try it for yourself.



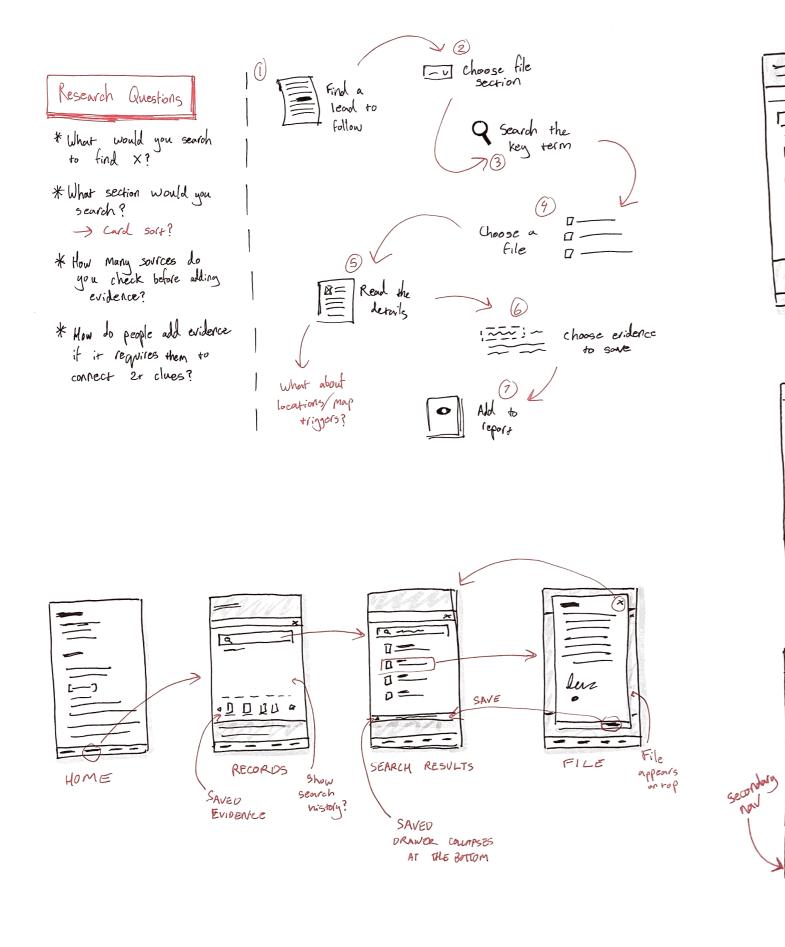


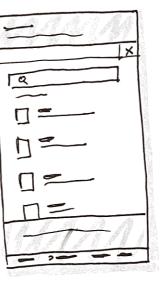


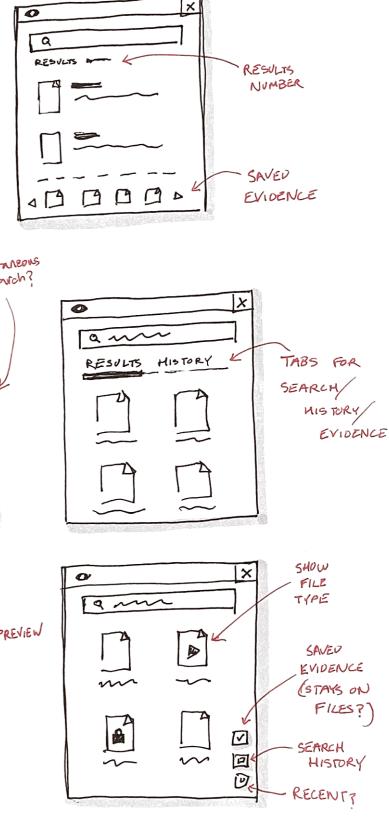
Solving the Case

Designing search and evidence reporting to catch a killer

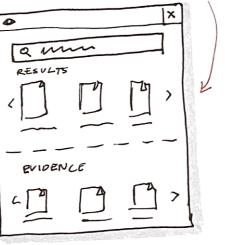
Designing a Search Engine \bigcirc

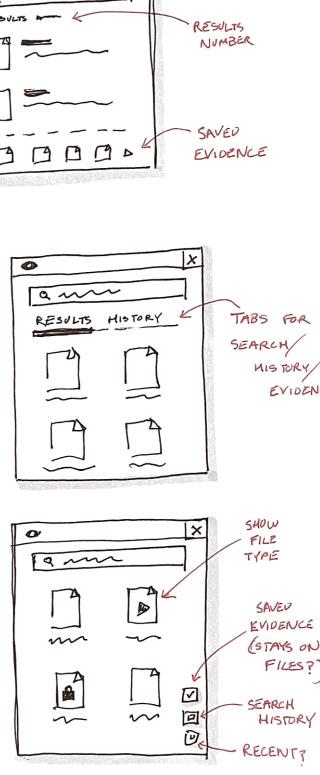


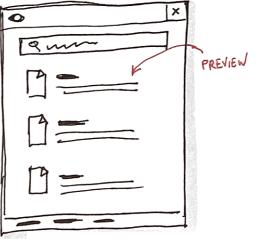




Simultaneous servich?



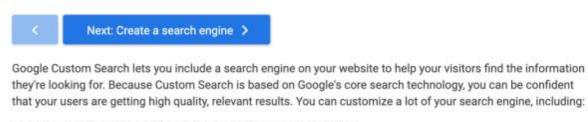




Trialing Search Prototype Options



Getting started with Custom Search What is Custom Search?



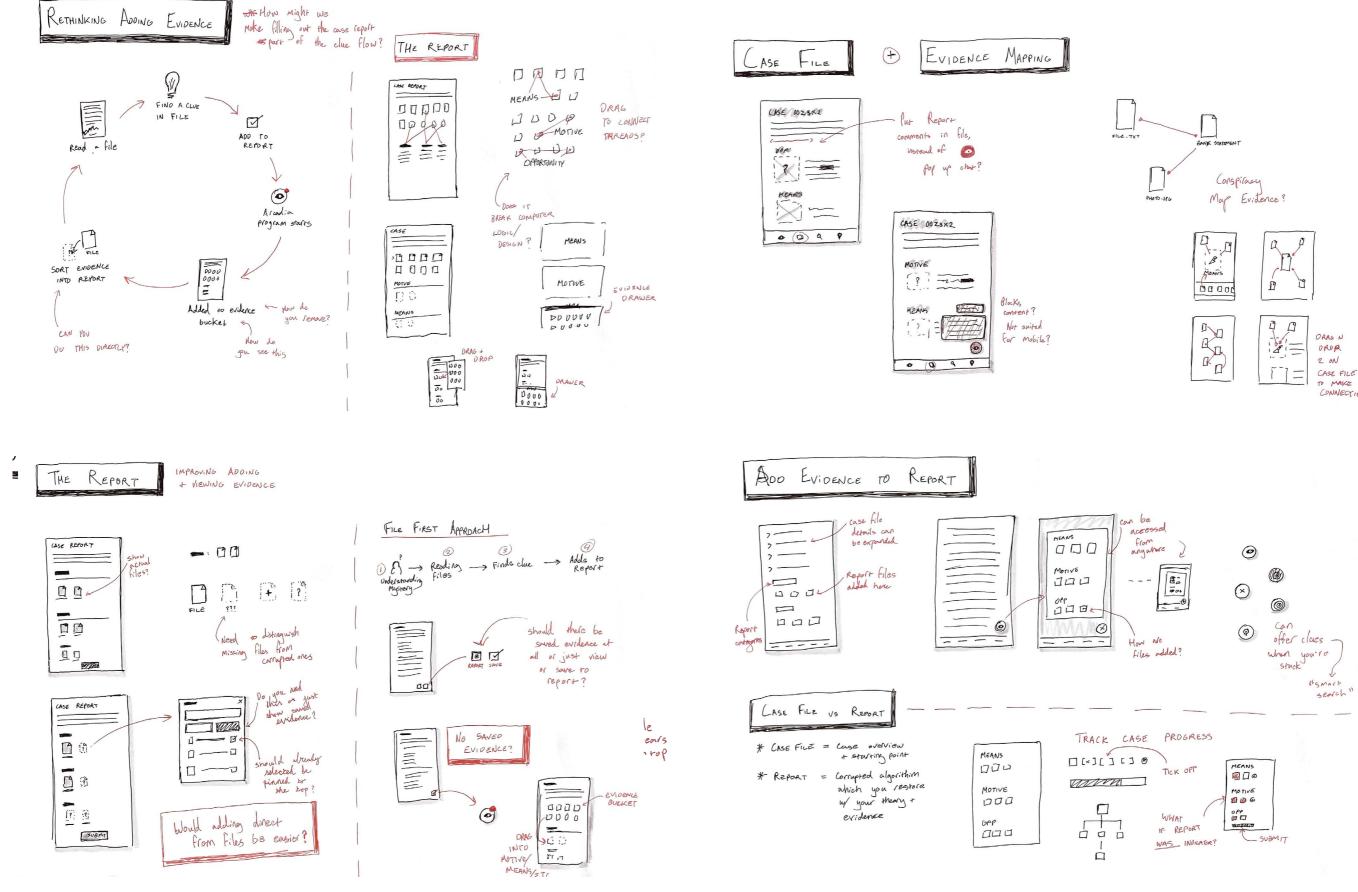
- · Apply your site's look and feel to the search box and results page
- · Use search features such as refinements, autocomplete, and promotions to enhance your users' search experience
- * Understand your users' behavior by linking your search engine with Google Analytics 🗹
- Make money from your search engine with Google AdSense IZ

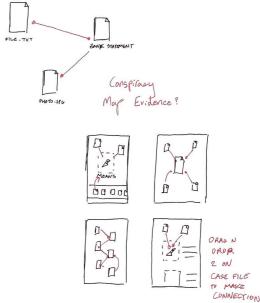


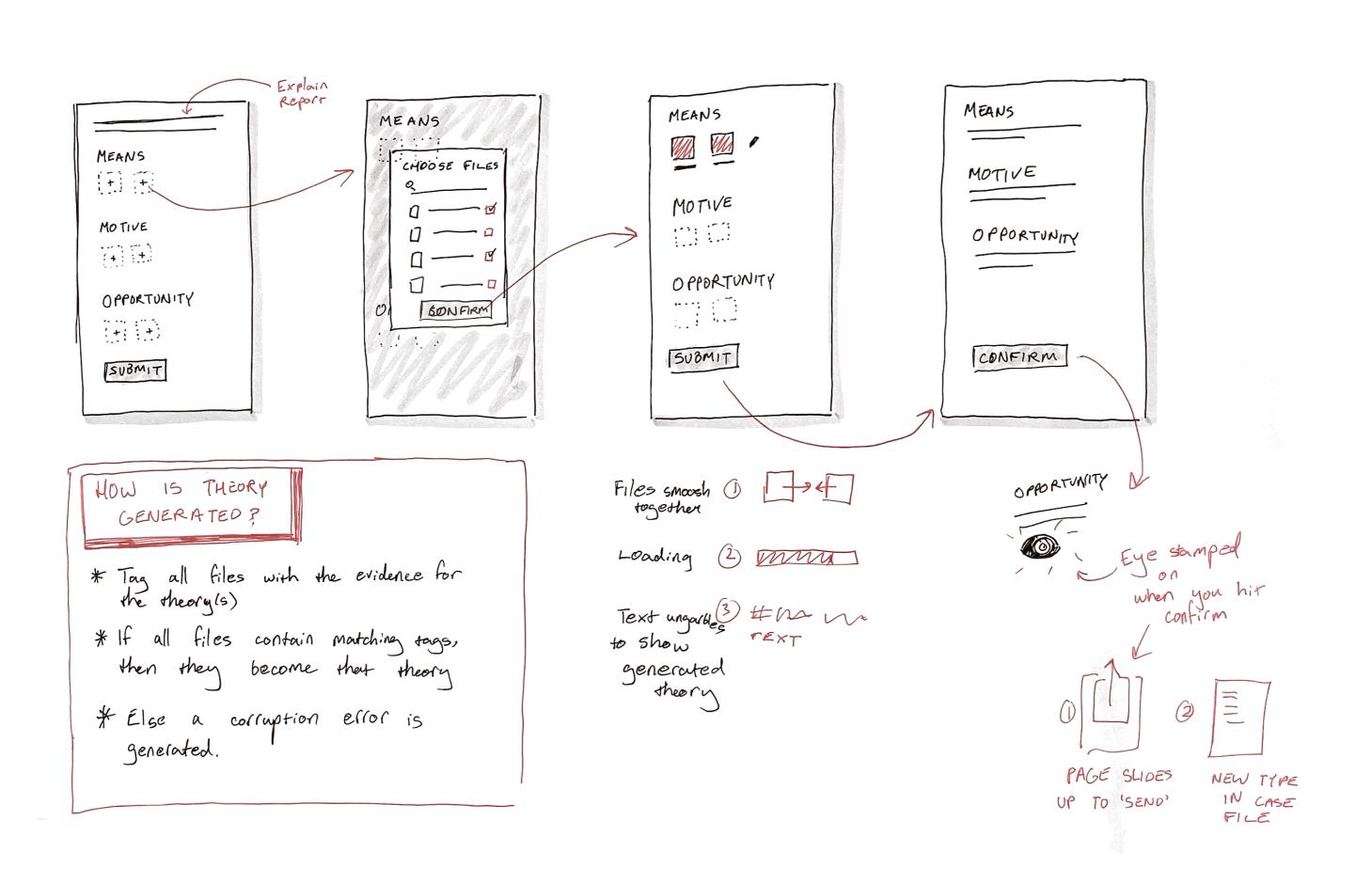
1/Desktop/oojs.html ☆ в Ð RO Elements Console Source Is in your browser's JavaScrip This page says P O top 0 Y Bob Smith is 32 years old. He likes music and skiing. > person.name (2) ["Bob", "Smith"] OK > person.name[0] <- "Bob" > person.age <· 32 > person.bio < f () { alert(this.name[0] + ' ' + this.name[1] + ' is ' + this.age + ' years old. He likes ' + this.interests[0] + ' and ' + this.interests[1] + '.'); > person.bio() >

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How to Add Evidence





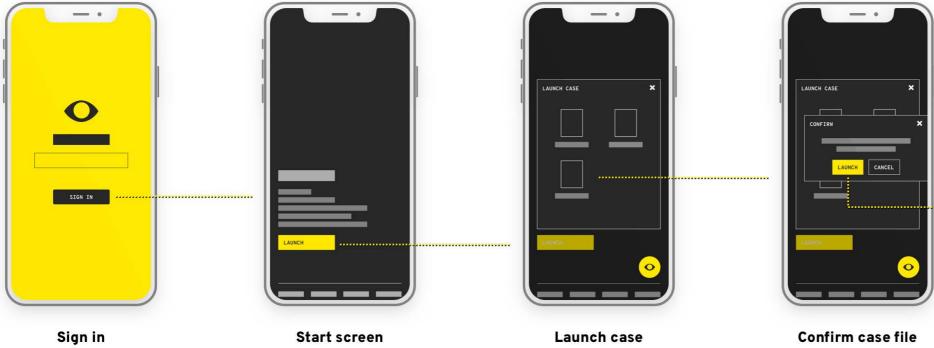




Wire Flows

Mapping out a complete journey through a case





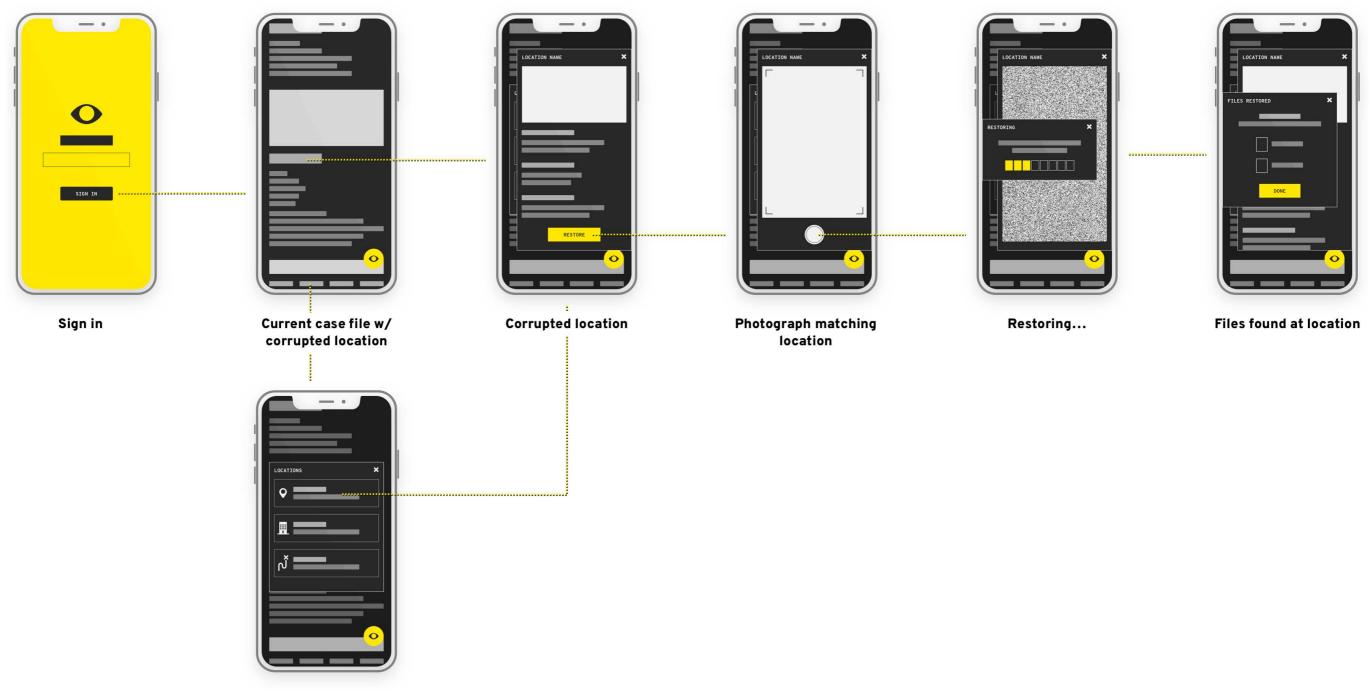
Start screen

Launch case



Case file

• Find a Clue at a Location



Location list





Saved files



Sign in

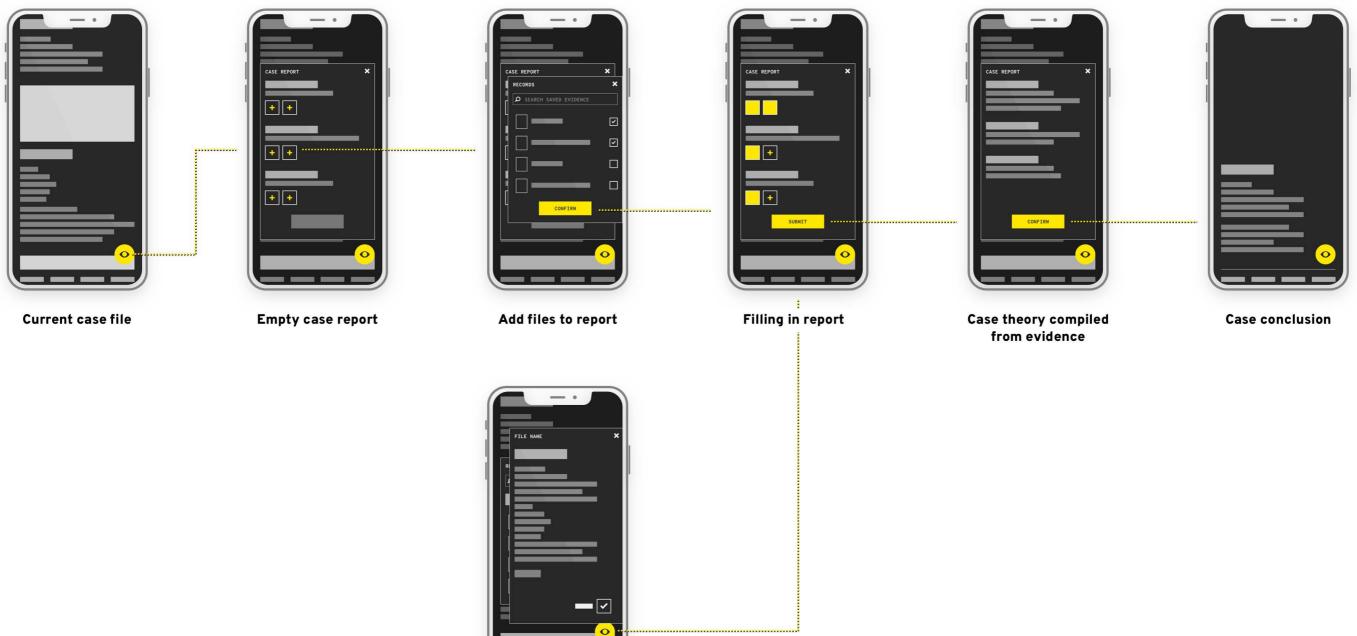
Current case file

Records

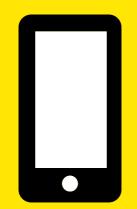
File



Save file



Add current file to report



Alpha Prototype

Solving the mystery

Scan or click for blog posts



The Arcadia Report v0.1 (1/4)

Launch a case and read the case file detailing the crime.



- •

RECORDS LOCATOR REPORT

LAUNCH CASE FILE

Starting Arcadia



0

ANALYSIS//INCIDENT//DETAILS

ME RECORDS LOCATOR REPORT



- •

CASE//AR00X129

PROFILE//VICTIM

PROFILE//SUSPECT

LAUNCH NEW CASE

RECORDS LOCATOR REPORT

▶ DETAILS







The Arcadia Report v0.1 (2/4)

Search the records for clues to prove your case.







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The Arcadia Report v0.1 (3/4)

Travel to real world locations to uncover new evidence.



















(a) The Arcadia Report v0.1 (4/4)

Add evidence to the report and submit your theory to solve the case.

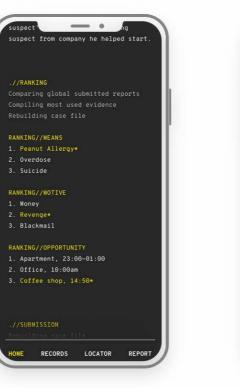




















Case Report Iterations



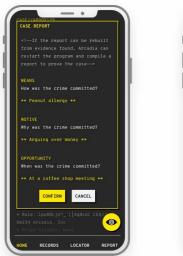
Adding Evidence Iterations







Solutions Iterations







The Arcadia Report v0.1 Prototype

Prototype 5: Full Flow

- Alpha version of the complete flow, from launching a case to unlocking clues and solving the mystery.
- All real content in context, perfect for iterating on microcopy of the interface as well as story elements like clues.
- Click or scan to try it for yourself.



Welcome CITIZEN #00312 Justice is in your hands.

LAUNCH CASE FILE

Starting Arcadia

Executing CASE//AR00X129 analysis Loading victim.....[100%] Fetching suspect.....[100%] Compiling report.....[100%]

code 890001.

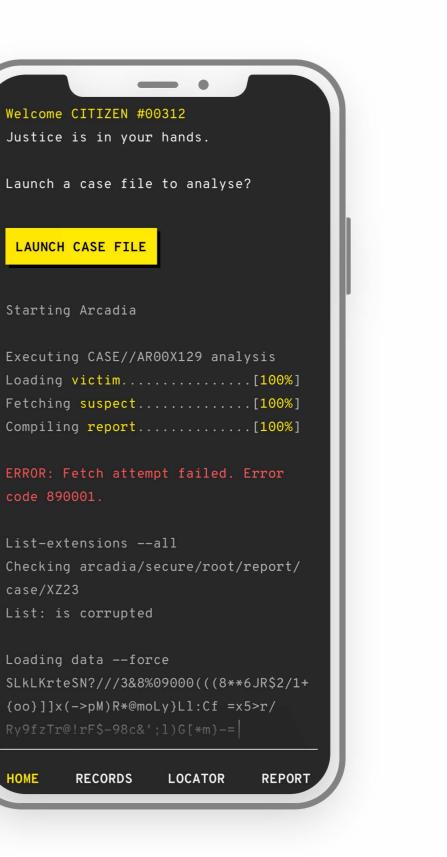
List-extensions --all Checking arcadia/secure/root/report/ case/XZ23 List: is corrupted

Loading data --force SLkLKrteSN?///3&8%09000(((8**6JR\$2/1+ {oo}]]x(->pM)R*@moLy}Ll:Cf =x5>r/

RECORDS

IOME

LOCATOR





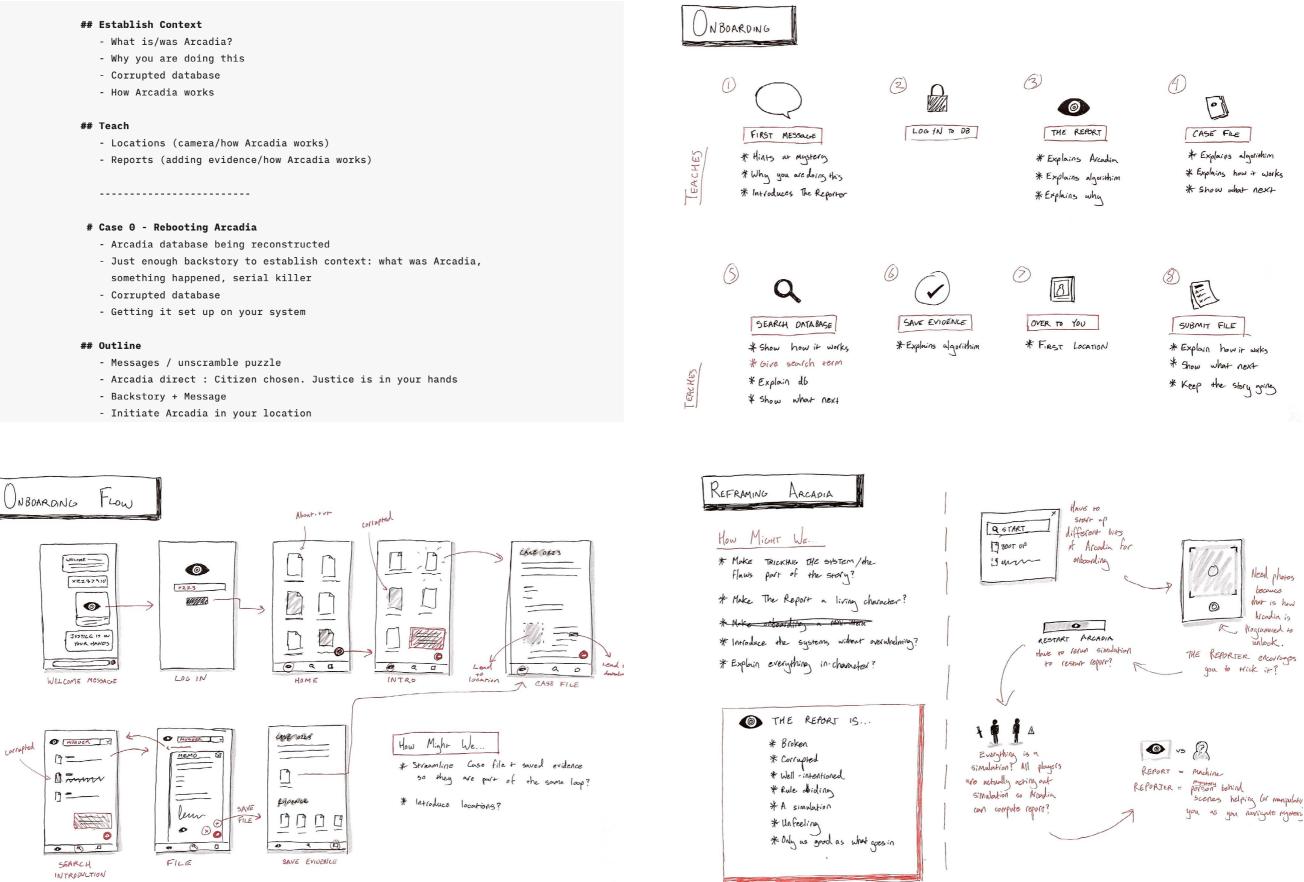
Onboarding

Going back to the beginning to introduce Arcadia

Scan or click for blog posts



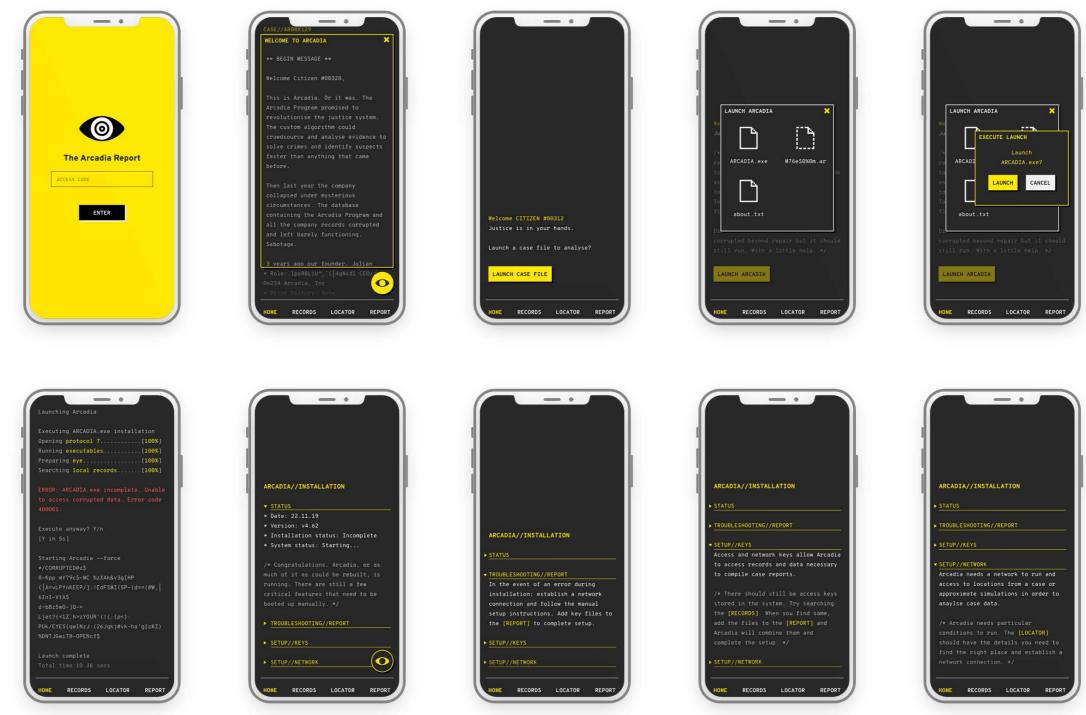
Onboarding Content Design



3)	_
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Onboarding: Launch and Case File

The idea is to teach first time players how to launch and investigate a case by letting them reboot the corrupted Arcadia database.



- •	
EXECUTE LAUNCH Launch ARCADIA.exe? LAUNCH CANCEL	
beyond repair but it should . With a little help. +/.	
RECORDS LOCATOR REPORT	

Onboarding: Records and Clue Files

Players can search the records for the access key files to manually restart Arcadia while discovering secrets that hint at what is to come.





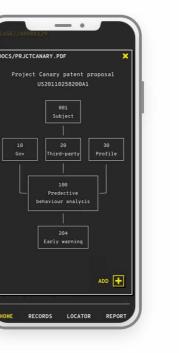
CORD













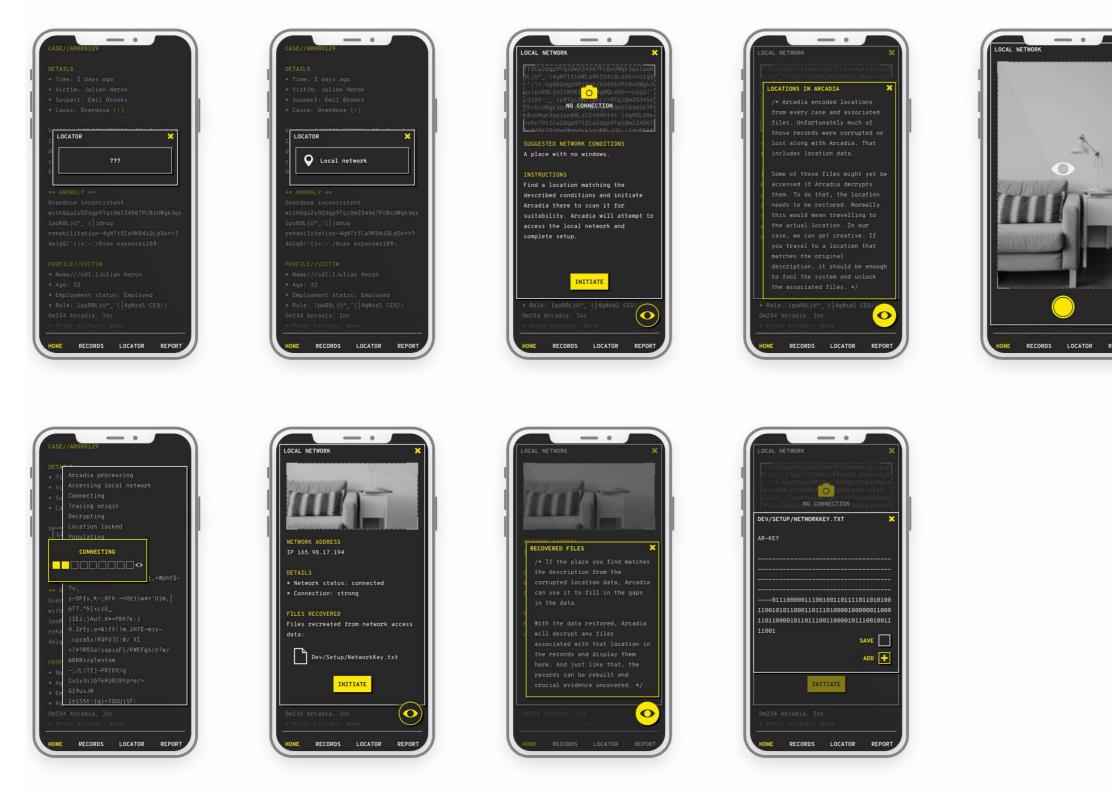


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RECORDS LOCATOR REPORT	

Onboarding: Locations

The onboarding offers a simple introduction to locations that players can complete from anywhere.

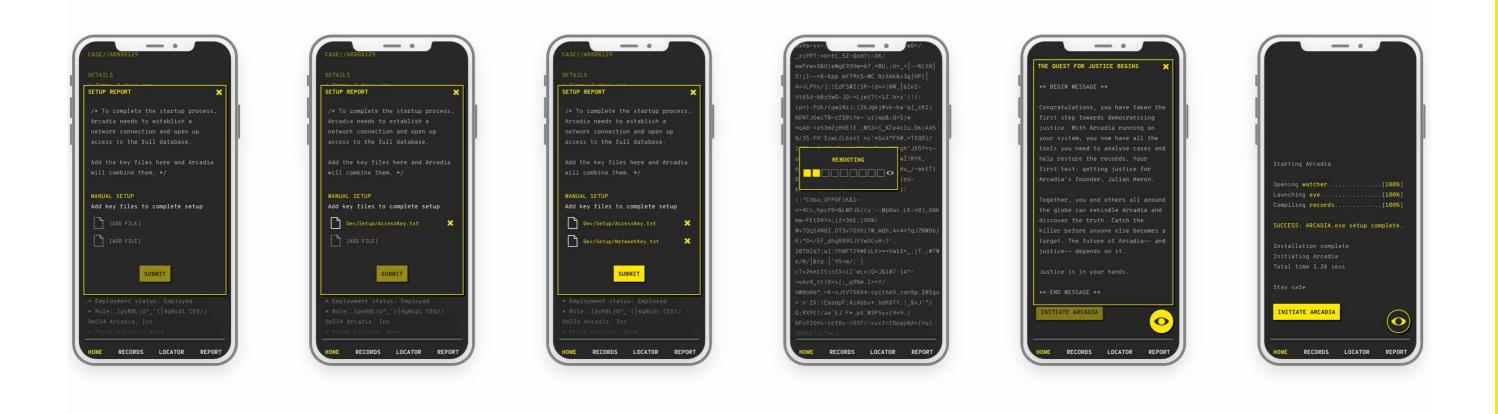






Onboarding: Case Report

Adding the key files restarts Arcadia and introduces players to what it is like to solve a case. With Arcadia back up and running, they can then dive into the first chapter ready to go.



Iterating Based on Usability Testing

RECORDS

₽ Setup

SYSTEM

- -

-

RECORDS ₽ Setup

v0.2

Add directly

to report

v0.1 Save + Add



- Testing with users, people were absorbed in the story but struggled to understand the difference between saving evidence for later vs adding directly to the report.
- Opting for simplicity, I removed the save for later function entirely. This simplifies the experience for users while centring activity around the case report.
- In the next version, the goal will be to continue testing and simplify further now that the core content is in place.

Onboarding Prototype

Prototype 6: Onboarding

- Onboarding incorporated everything I learned from previous prototypes and user feedback to introduce the core elements of The Arcadia Report.
- Iterating on the full flow, I continued to refine the visual design, introducing the 'Arcadia eye' for contextual clues.
- Click or scan to try it for yourself.



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