

## Summary

This study aims to provide a better understanding of the importance of play in the development of a child and the impact technological development of our society can have on a child. This done by analyzing the different aspects a child develops in the early years of life from intellectual to social-emotional development. The objective is to design a game that stimulates this development. The result is an open-ended game that involves educational and creative element

The goal of the assignment was to create extra value for Luco Toys to distinguish themselves more from their competitors. This could be done by creating an educational game which can be used in a classroom environment.

But before I could start designing a game I had to analyze how children exactly play and why play is essential for the development of a child . Well, The development of a child is directly related to the way of playing. There is intellectual development by counting, classifying and creating spatial awareness .Next to that there is social and emotional development where children learn to listen to each other, tell stories and form empathy. The foundations of how to deal with disappointments and other feelings are all laid in your early years on this planet.

Another incredibly important factor is physical development: A child learns his physical limitations by running around, falling and putting random stuff in his mouth. The senses play an important role here.

So most of the research was spend on the pedagogy of play. After learning how play forms a child a study was done about what kind of play helps to stimulate these aspects in a fun way.

A game can be designed with strict rules where a child is expected to build something in a particular way or that you can challenge a child to build something using his own imagination. Because play is so important, a child should not be discouraged by building something “wrong”.

For example, a teacher could tell a child to build a car or also tell to make a vehicle that is as fast as possible.

The teacher could tell to build a shoe or could tell to build on object with which you can walk on lava. With both cases, the second one allows the child to build whatever solution might fit the situation.

The results were exciting:

One child made a fire resistant lava suit to swim in the lava and another one a skippy ball to bounce over the lava.

For children who enjoy more specified instructions there concrete challenges were created. Think of building two different towers that should have the same height using different building blocks. With all these aspects a final concept was slowly approached.

The result is a deck of card with different categories (vehicles, nature, buildings, science and adventure) and different approaches (problem solving cards and challenges) were implemented on them. Next to that there were many small details that have to be taken into account. What kind of paper, thickness and size as it must fit a child’s hand but also should not be too flexible.