Our Time Today...

I Philosophy
II Create
III Kickstart
Social Choice
Problem Solving
Long-term Theming
Perseverance
Accessible Data
DEVELOPMENTALLY APPROPRIATE PRACTICE

Social
Choice
Problem Solving
Long-term Theming
Perseverance
Accessible
Data

Games
What is a Game?

Toy with Goal
Activity + Motivation
Abstract System
PHILOSOPHY

I
[condensed]
Observers, especially parents, do not see the elaborate abstract problem solving

Fun idea?
Fun
Accessible
Social
Evolving
WILLINGNESS TO WORK

Gamification

STEAM

Edutainment
CREATE
We spend the first year of a child's life teaching it to walk and talk and the rest of its life to shut up and sit down.

Neil DeGrasse Tyson on Education
BUSINESS OF NEEDS
Tile-by-tile Solutions
**INTERACTION ATOM : cloudbOARD**

**Mechanics**  
Tile On/Off

**Story**  
Game-defined + Us

**Players**  
1+

**Design**  
Encourages Focus

**Tech**  
Connect to Any Device
SCIENTIFIC METHOD OF HARDWARE
STORYTELLING
MULTIPLAYER
It’s worth it in the end because once you get there, you can move mountains.
INTERACTION ATOM : CORK THE VOLCANO

Mechanics | Sequencing & Logic
Story | Save the Island
Players | Asymmetric Play
Design | All Gender Appeal
Tech | Single Tap/Click
1. Plan
2. Sequence

Go Left, Go Right
HOW CLOUDBOARD WORKS

3. Test

Go Left, Go Right
HOW cloudBoard WORKS
Cork : Story
CORK : MODIFIERS

- Continuously move character left
- Run left
- Tiptoe left
Playtesting: Boys
CHEMISTRY: BOND

Carbon Dioxide  Water  Table Salt
Many Futures
Born Curious...

...and always curious...
Be the first to own cloudBoard

KICKSTARTER

www.digitaldreamlabs.com/kickstarter

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