

# Call for Participation: Playtesting Playful by Design Tool

Are you designers, design researchers, developers, or simply involved in the design and development of digital products and services, especially ones likely accessed by children? Would you like to explore how you can make your digital products and services “playful by design”? If the answers are ‘yes’, then join us in our design workshops!!



The [Digital Futures Commission](#) (DFC) seeks to engage with digital innovators to integrate the Commission’s [Playful by Design](#) principles into their products and service and develop a toolkit to help digital innovators make their products and services “playful by design”. We invite *designers and developers* to join our design workshops to road-test our design tool by:

**Playtesting the design tool:** Participants will be given the Playful by Design Tool (a deck of cards) and instructions. Participants will be asked to playtest the cards and record their process, how they use the cards (how they sort the cards), solutions, and actions.

**Adding to our design tool:** Participants will be asked to create new content for the Playful by Design Tool and be given a template to complete. At this stage, the designers are creating new content for the card, rooted in their own experiences in the design process.

**Reflecting on the design and process:** At the end of each design session, participants will be asked to reflect on their practice, usage of the cards and decisions. We will also ask the participants to describe their experience using the cards to address the design challenge that they are given. This feedback will help us refine the Playful by Design tool.

## What do we ask of you?



- 3 hours of your or your team’s time on Zoom
- Join our workshop either as an individual or a team (If you are joining as a team, please send 3 - 5 candidates, with at least 1 candidate being involved in UX. Ideally, these candidates will have worked together on a product likely used by children. If you join as an individual designer or a product manager, you will be grouped with other designers or developers who join as individuals.)
- Pick a date and time from the following slots:

For individual designers to join designers from other teams:

- 10<sup>th</sup> May: 9 am – 12 midday or 2 pm – 5 pm
- 13<sup>th</sup> May: 9 am – 12 midday or 2 pm – 5 pm

For those who want to join as a team:

- 11<sup>th</sup> May: 9 am – 12 midday or 2 pm – 5 pm
- 12<sup>th</sup> May: 9 am – 12 midday or 2 pm – 5 pm
- 16<sup>th</sup> May: 2 pm – 5 pm

If you are interested, please register your interest at [kruakae@5rightsfoundation.com](mailto:kruakae@5rightsfoundation.com) or [angela.colvert@roehampton.ac.uk](mailto:angela.colvert@roehampton.ac.uk) and tell us **by 29<sup>th</sup> April**:

- Whether you are joining as a team or an individual (representing a company),
- Which timeslot you would prefer (give us a couple of choices).

Then, we’ll send you a confirmation email with your allocated timeslot, email consent and a Zoom link.

## Background:

The DFC has run the first wave of workshops with designers and developers working with companies of various sizes to provide digital products and services likely accessed by children to understand their workflow, requirements and priorities. Based on our findings in the first workshops, we created a set of cards to be used as a design tool to help designers and developers make their products and services [Playful by Design](#).

