

GRASPS DESIGN PORTFOLIO

The process of making a cool new sports game which was honestly a lot of
fun. :)

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Inquiring and Analyzing

I. Explaining and Justifying the Need:

Me and my teammates are required to design a sports game that involves key elements from both soccer and basketball.

II. Identify and prioritize the research

We started a questionnaire and asked our classmates' for their opinions over the rules and features of basketball and soccer.

III. Analyze existing products

We researched about the rules, equipment and skills involved in soccer and basketball so that we can further develop our own sets of rules and equipment.

IV. Develop a design brief

We filled a Venn-diagram which compares soccer, basketball and our own game, regarding what we wanted to add or exclude parts from the other games.

Developing Ideas

I. Develop a design specification

- 1 Making an enjoyable game for all ages.
- 2 Base the game on soccer and basketball.
- 3 Have elements from games that our classmates enjoy.

II. Develop design ideas

For this part, I had 3 ideas in mind:

- 1 A game about giving your ball to the opposite team to get it out of the player's hand as quick as possible.
- 2 Throwing were only allowed if the attacker bounced the ball inside a hoopla hoop twice.
- 3 most soccer rules but you need to complete a task before scoring.

III .Present the chosen ideas

The winner is idea number 2! We discussed and reviewed our design ideas and combined key elements.

IV. Develop planning drawings/diagrams

The field is derived from the basketball court where one side has two cones marking the sides of the goal.

Creating the solution

Construct a logical plan

- 1 we label the parts of field
- 2 naming the game

3 agreeing on the rules like the congress :)

4 testing out the game

5 reviewing

Follow the plan to make the solution

The game is split into two halves, the two teams were attackers and defenders, the attackers run into the other side with their ball that they just picked up from the center circle. (basketball for the first half and soccer ball for the second half to the respective goals. They switch every half) first, they are required to dribble in both the hoops before scoring.

The defenders on the other side have two dodge balls for each half, they throw the balls at the attackers to prevent them from reaching the hoops (if attackers get hit, they go to a “prison” zone at the edge of the field).

Demonstrate technical skills

We demonstrated skills of coordination, discussion and planning when preparing for the game and when testing it.

Justify changes made to the design

If the ball goes off the field, the picker (me) needs to put it back into the center circle and if the two halves end in a tie, another round is played. (This goes on until one side

leaves with glory)

Evaluating

Design testing methods

We are going to observe our fellow classmates play a full game. (Did I mention that we chose to call the game “baske -foo-dodge-ball”?)

Evaluate the success of the solution

It emerged successful according to our test, though people didn’t really listen to the instructions and rules. (Blame the subject?)

Explain how the solution could be improved

Maybe the game could be improved by making the rules more understandable. (I have to give credit to Inya’s awesome script for explaining the rules, even Yike got to help, and I think Inya suits the title of “caring” from the IB learner profile.)

Explain the impact of the solution

The impact was a significantly better game than anyone in our team had ever thought of presenting to the world, it felt great to make people happy with your creation.

Is this a little too much?

Embarking on this “journey” to create a sports game really guided me through the principles of design and put my thinking and inquiring skills to the test, it also trained my communicating and reflection skills. (Like I am doing right now!) All through the scope of design, I saw the wonderful world of creativity. This was a truly spectacular GRASPS assessment. (Shakespeare will be so happy to see this :)