



Playtime - Devices concerned with playing

Moderately open briefs

- Design and make a plaything to engage and amuse young children on a long car journey
- Design and make a plaything to engage and amuse teenagers hanging out in a shopping centre
- Design and make a plaything to engage and amuse elderly people attending a day care centre

Closed Briefs

- Design and make an electronic dice to be used in a snakes and ladders game to be played by children aged between 4 and 6 years.
- Design and make an electronic pointer to be used to indicate choice, penalty, question cards in a monopoly type board game to be played by parents and children together
- Design and make a sensing system to be used in a board game that responds when pieces are placed on particular squares.