

Video Card Game Theme Template

Title of Your Theme

Author

Your name

Summary

Give a short (one or two paragraph) summary of your theme.

Examples

Describe specific examples of the theme that you observed in the video clips. Include a thumbnail image of each clip so it is easier to see what you are describing. Try to stick to observable details from the clip in your description – don't go too far with interpretations. Four or Five clips is sufficient.

Keywords

Give a list of keywords for the theme, which sum up in a succinct way the kind of qualities of interaction that you see in the clips for the theme. The idea of these is that they should help decide whether a particular clip belongs in the theme or not.

Implications for Design

Write a short speculative section about what the implications of this theme might be for interaction design – scope this to suit your project. What kind of design inspiration can we draw from this theme?

List of clips

List all the clips that you included in the theme.