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GROOM BOARD

BACKGROUND

Nature of the Threat: Online grooming is a critical danger where predators use social media and online games to manipulate children for sexual exploitation.

Target Demographics: Children aged 9–15 are the most vulnerable group.

Root Causes: This vulnerability stems from their psychological need for validation and natural curiosity.

Urgent Solution: There is a critical need for advanced preventive education that goes deeper than standard warnings.

GOAL

Project Goal: Design an interactive board game to prevent online grooming.

Key Feature: Integrates Augmented Reality (AR) for cooperative gameplay.

Educational Value: Teaches self-protection strategies in a fun, social way.

Family Impact: Bridges communication gaps between children and parents.

FINDINGS

Research confirms that a cooperative board game with Augmented Reality is the safest way to teach children how to recognize manipulative grooming patterns by working together against the system.

DESIGN PROJECT

Core Mission: Design an interactive AR board game to prevent online grooming.

Key Concept: "Explorer" theme where players actively simulate and identify digital dangers.

Gameplay: Cooperative card-based strategy combined with Augmented Reality features.

Learning Outcome: Helps children uncover manipulative patterns in a safe environment.

` Acts as a bridge to improve communication between parents and children.

DESIGN METHOD

EMPATHIZE	DEFINE	IDEATE	PROTOTYPE	TEST
Gathered insight through observing gaming habits and interviewing psychologist, parents, and experts	Identified the critical gap between childern's digital vulnerability and parental awareness	Conseptualized a cooperative "Explorer" game merging physical play with Augmented Reality (AR)	Constructed Physical board game components integrated with a digital AR later	Evaluated the prototype with the target and audience to ensure education effectiveness and improved communication