# Article information:

A Case Study on Co-designing Digital Games with Older Adults and Children: Game Elements, Assets, and Challenges | The Computer Games Journal  
<https://link.springer.com/article/10.1007/s40869-020-00100-w>

# Article summary:

1. The study focused on co-designing a digital game with older adults and children, considering the intergenerational perspective in the design process.

2. Older adults identified seven essential game elements for making games fun, including appearance, competition, manageability of gameplay, social impact, familiarity, unpredictability, and intergenerational gameplay.

3. The study also identified six assets that older adults have as game co-designers and five challenges that may arise when co-designing games with older adults.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article "A Case Study on Co-designing Digital Games with Older Adults and Children: Game Elements, Assets, and Challenges" provides a comprehensive overview of the co-design process of digital games involving older adults and children. The study aims to address the lack of research on co-designing games with older adults and highlights the importance of considering their unique needs and perspectives in game design.

One potential bias in the article is the focus on the positive aspects of gaming for older adults without adequately addressing potential risks or drawbacks. While the article mentions that games can help combat limitations associated with aging and improve quality of life, it does not delve into any negative effects that gaming may have on older adults, such as addiction or social isolation. This one-sided reporting could lead to an incomplete understanding of the impact of gaming on older adults.

Additionally, the article lacks evidence to support some of its claims, such as the benefits of intergenerational gameplay for reinforcing family bonds and enhancing reciprocal learning. While these claims may be plausible, without empirical evidence or examples from the study itself, they remain unsupported assertions. Providing concrete examples or data to back up these claims would strengthen the credibility of the research.

Furthermore, there is a potential bias towards promoting co-design as a method for designing games with older adults. While co-design has been shown to have benefits in various fields, including product design and healthcare, it is important to acknowledge that it may not always be feasible or effective in every context. The article could benefit from discussing potential challenges or limitations of co-designing games with older adults, such as communication barriers or conflicting design preferences.

Overall, while the article offers valuable insights into the co-design process of digital games with older adults and children, there are areas where more critical analysis and balanced reporting could enhance its credibility and relevance. By addressing potential biases, providing evidence for claims, exploring counterarguments, and acknowledging limitations, future research in this area can contribute more effectively to our understanding of designing games for diverse age groups.

# Topics for further research:

* Negative effects of gaming on older adults
* Social isolation in older adults and gaming
* Addiction risks of gaming for older adults
* Intergenerational gameplay benefits evidence
* Challenges of co-designing games with older adults
* Limitations of co-design in game design for older adults

# Report location:

<https://www.fullpicture.app/item/6e0c879c865f708e806a0cfe4ad3c048>