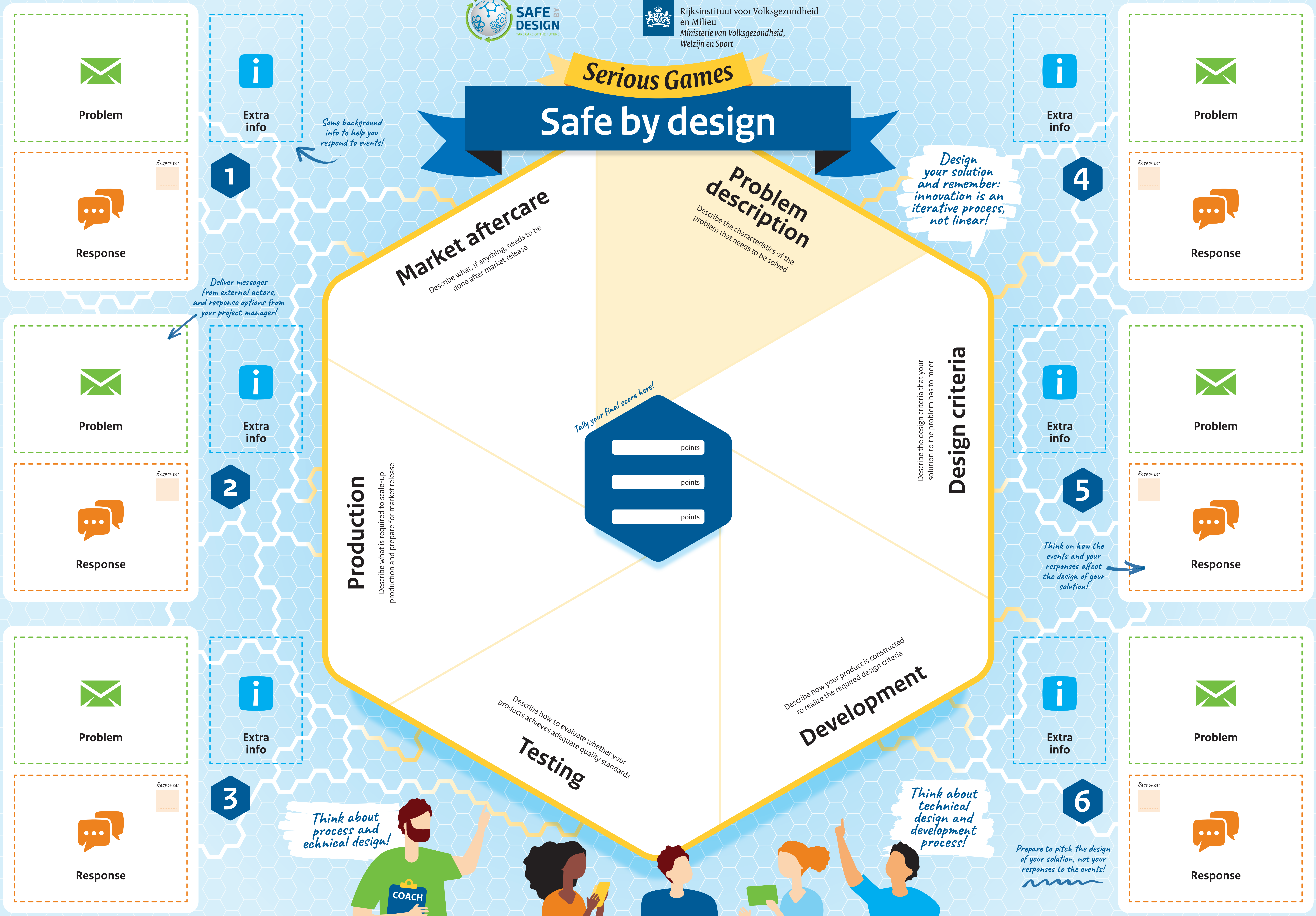


**Serious Games**

**Safe by design**



**1**  
Extra info  
*Some background info to help you respond to events!*

**2**  
Extra info  
*Deliver messages from external actors, and response options from your project manager!*

**3**  
Extra info  
*Think about process and technical design!*

**4**  
Extra info  
*Design your solution and remember: innovation is an iterative process, not linear!*

**5**  
Extra info  
*Think on how the events and your responses affect the design of your solution!*

**6**  
Extra info  
*Prepare to pitch the design of your solution, not your responses to the events!*

**Market aftercare**  
Describe what, if anything, needs to be done after market release

**Problem description**  
Describe the characteristics of the problem that needs to be solved

**Design criteria**  
Describe the design criteria that your solution to the problem has to meet

**Development**  
Describe how your product is constructed to realize the required design criteria

**Testing**  
Describe how to evaluate whether your products achieves adequate quality standards

**Production**  
Describe what is required to scale-up production and prepare for market release

*Tally your final score here!*

_____	points
_____	points
_____	points

