

Playful by Design Tool

About

This Playful by Design Tool has been created by the Digital Futures Commission, an exciting research collaboration of unique organisations that invites innovators, policy makers, regulators, academics and civil society to work together to unlock digital innovation in the interests of children and young people.

It has been created to support designers in improving children's opportunities for free play in a digital world, and to tackle the challenges in developing digital products and services that respect children's rights. It includes a range of resources to provoke reflection, discussion and fresh ideas.

It was developed iteratively through development workshops with small, medium and large companies. It is freely available for anyone involved in creating digital products used by children. It can be used by product developers and designers, whatever their experience or responsibilities, working in group settings or individually.

What's on offer?

The Playful by Design Tool can be used at any stage of the design process. It includes three components: principle cards, prompt cards and playboards. These resources can be accessed in four ways from <https://digitalfuturescommission.org.uk/playful-by-design-toolkit>:

- We can send you a full pack of cards if you provide us with your details.
- You can download the cards and print them yourself.
- You can download the image files and use them on your computer.
- You can clone the Playful by Design Miro board and use this online.

The **principle cards** set out design considerations to embed children's rights into digital products and services. Use these in your design and development process to meet your objectives.

The **prompt cards** present questions to guide your design thinking. These are matched to the principle cards (check the icon on the cards). There are four types of prompts:

- **WHY?** cards prompt you to focus your attention on player experiences.
- **WHAT IF...?** cards prompt you to consider design alternatives.
- **HOW?** cards prompt you to identify design options and translate your ideas into actions.
- **WILD CARDS** need to be paired with a prompt card. Pick one at random to uncover a new approach to tackling the prompt question.

The **playboards** support you to use the cards in flexible ways, whether with your design team or by yourself.

How do I use the Playful by Design Tool?

Choose any of the playboards to start using the Playful by Design Tool for the first time. There are five playboards to meet designers' requirements at the time of use:

Playboard 1: The Knotty Web

Playboard 2: Check It

Playboard 3: Mix It Up!

Playboard 4: Friction

Playboard 5: Q&A