



**10th Conference on Videogame
Sciences and Arts**
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<http://vj2018.fba.up.pt/>

Speculative prototypes of Serious Games in the context of Anorexia Nervosa

Anorexia is a complex disease, often fatal, that has no cure and mainly affects worldwide young population. The beginning of treatment is hard because the patients do not assume their own pathology. By resorting to a Speculative Design methodology in alliance with a Game Design practice, we developed two speculative game prototypes that seek to help find new answers about behaviours, life models, interactions, needs and knowledge about this disease. This second prototype called ANgame Collab aims to support the investigation and sharing of knowledge about the disease, more specifically in focus group sessions or interviews.

Prototype #2 ANgame COLLAB



HOW DOES IT WORK?

1



SHUFFLE
and **SPREAD**

2



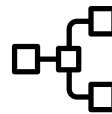
PICK UP
and **WRITE**

3



PLACE
and **EXPLAIN**

4



GOAL is
the **MAP**

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