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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. The first prototype called ANgame Competitive focuses on the psychoeducation of school-age youth.

Prototype #1 ANgame COMPETITIVE



HOW DOES IT WORK?

1



**SHUFFLE
and SPREAD**

2



**SEARCH
and ANSWER**

3



**READ
ALOUD**

4



**WINS who gets
MORE CARDS**

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