GamesThatWork BIG FUN DEVELOPMENT CORPORATION

Lead: Jesse Jacobson

Key Team Leaders:

Stephanie Chergi

Dov Jacobson





(H) IARPA

ACTON MBA

AFRL

VIVENDI UNIVERSAL **ASPCA:** Fetch

National Institute of Health: Brush Up

NYU Medical Center: Pete Armstrong

Director of National Intelligence: EoR

Acton Entrepreneurship Institute: Lemonade

Acton Entrepreneurship Institute: Price Point

DARPA: Tee Zero

Air Force Research Lab: Avant Guard

Air Force Research Lab: Battlefield Airman

Office of Naval Research: People Kit

US Navy: Swarmada

Army Center for Leadership Influence

Trainer

Vivendi: Meba

The Field Museum

National Science Foundation
weeks DISCONDUCTS BEGIN

majesco

SIMON & SCHUSTER

Turner

Microsoft Studios

(oca Cola

Field Museum: I See Sue

National Science Foundation:

Mouseprint

Blue Heat: Nintendo DS - ATV Super Tour

Smithsonian Institute: Red, Hot and Blue

Random House: Lost Symbol

[Passion Project]: Gas Hogs

Simon & Schuster: Pie Jackers

Starlight Six: Drive-In Vasion

TBS: Know The Show: Seinfeld, Friends,

etc.

Microsoft Studios: Hands on Atoms

[IR&D]: Reign of Ronin

Coca-Cola: Vanilla Coke Mystery Game

Coca-Cola: Pop Quiz

1992 1997 2004













- Collaboration Tools
 - Computer Assisted Mediation/Signoff
 - Early and Iterative Ideation
 - Creative Contention to Consensus

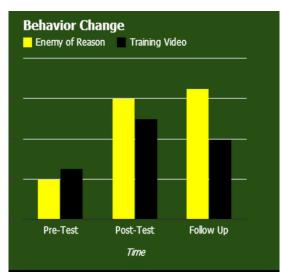
- Manipulative Tools
 - Visualize Abstract Concepts
 - Solve Through Play



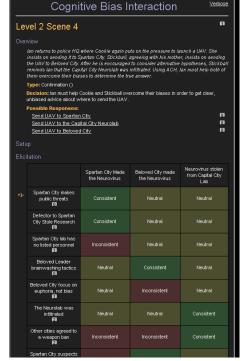
- Distributed Workflow
- Behavior Change

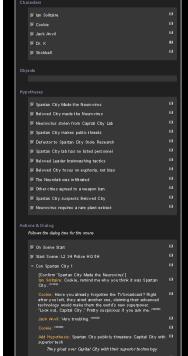
24% Bias reduction

ETS designed test JHU-APL conducted NIST did stats



- SME Collaboration
 - 2013 Boeing Performance Excellence Award
- Structured Cognitive Tools









Needs

- Informal logic experts
- Group dynamics experts
- Program management

Offers

- Development
- Usability
- Creativity
- Ideas Reduced to Practice



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