# CONCEPT 1

BY BRENDAN DUTTON



# QR QUEST



- QR codes scattered around campus that tells facts about the object that it is on
- Gives you a riddle to find the next QR code

Combination of AI and me






MANHATTAN AREA TECHNICAL COLLEGE

## SCAVENGER HUNT LOCATION #

SCAN ME

Enter Code: ********





# CONCEPT 2

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# THE HABIT LOOP ARCADE



- **Booth 1 – “Trigger Tapper”**
  - A whack-a-mole-style game where internal distractions (thought bubbles: “I’m bored”, “I should check my phone”) and external triggers (buzzing phones, flashing apps) pop up. You must learn which ones to ignore, pause, or follow.
  - Teaches the difference between internal vs. external distractions (from Nir Eyal + Henderson's attention work).



- **Booth 2 – “Focus Builder”**
  - A puzzle game where you must build an environment that supports concentration. Players move around objects (plants, headphones, books, timers) to reduce distractions and build traction.
  - Teaches salient affordances and attentional design in real environments.



- **Booth 3 – “Time Split”**
  - A side-scroller where time warps and splits between focused “traction” paths (represented by calm environments, progress) and distracted loops (repeating levels with pop-ups and glitches).
  - Shows how distraction feels when it becomes habitual. Based on cognitive friction and overload.

# CONCEPT 3

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A live simulation where students participate in a sound-based focus challenge, blending psychology with game like performance tracking.

# SoundState




## How It Works

- Students enter a quiet room (or use noise-cancelling headphones) while doing a focus-based task (e.g. puzzles, memory games, or reading).
- Unknown to them, different background audio frequencies play across sessions:
  - Alpha (8–14 Hz) – Associated with calm and focus.
  - Pink Noise – Often used to improve concentration.
  - High-frequency distractions – Used as comparison/control.
- Their task performance, reaction time, and errors are tracked.

## Educational Purpose

Teaches students about:

- Environmental affordances: how subtle sensory cues affect mental states.
- Cognitive load theory: certain stimuli can aid or disrupt attention.
- Habit formation: linking specific sound states to focused behavior.

## Game Layer

Turn results into a friendly leaderboard:

- "Your focus score under pink noise: 85%"
- "Compare your state under silence vs tone."

Possible narrative driven:

- “Test subjects in the lab must discover the best 'mind tone' to escape the simulation before attention crashes.”