V. VANDEN ABEELE, B. DE SCHUTTER. **Blast from the past: Applying the P-III framework to facilitate intergenerational play between grandparents and grandchildren.** *Gerontechnology 2014;13(2):163;* doi:10.4017/gt.2014.13.02.129.00 **Purpose** Digital games have been described as potentially meaningful activities for older adults[1,2]. In order to adopt digital games into daily activities, older adults are expected to weigh potential costs towards potential benefits[3]. As intergenerational activities been demonstrated to be a powerful motivator for older adults[4-7], a design project was developed that relied on intergenerational play as the core motivator for digital play. Aside from simultaneously attempting to develop meaningful play for both older adults and children, the project also aimed to facilitate knowledge transfer between both types of players. **Method** The design research project followed the recommendations that were outlined in the P-III framework[8]. Through ethnographic inquiries, intergenerational brainstorming, co-design sessions, a concept definition phase, storyboard focus groups, and paper prototypes, the project resulted in a game design document for a game that was called "Blast From The Past". This design document was then iteratively developed into proof of concept, which was tested with grandparents and grandchildren (n=20). **Results & Discussion** The project demonstrates the value of using the P-III methodology to design meaningful play across different age groups. Through the proof-of-concept and previous data collection phases, the project demonstrates the cultivation, contribution, and connectedness framework (3C), as well a variety of design recommendations for intergenerational play that are transferable to other projects. The result of the design procedure is a Nintendo Wii game that combines a variety of quiz mechanics and two mini-games (i.e., a digital version of a folklore game (*Figure 1*) and a building game in which a monument from the 1950s is constructed (*Figure 2*) within a time travelling narrative.

References

1. Allaire JC, McLaughlin AC, Trujillo A, Whitlock LA, LaPorte L, Gandy M. Computers in Human Behavior 2013;29(4):1302–1306; doi:10.1016/j.chb.2013.01.014
2. McLaughlin A, Gandy M, Allaire J, Whitlock L. Ergonomics in Design: The Quarterly of Human Factors Applications 2012;20(2):13–22; doi:10.1177/1064804611435654
3. Nap HH, Kort YAW de, IJsselsteijn WA. Gerontechnology 2009;8(4):247–262; doi:10.4017/gt.2009.08.04.003.00
4. Kern D, Stringer M, Fitzpatrick G, Schmidt A. Workshops on Enabling Technologies: Infrastructure for Collaborative Enterprises 2006;412-418; doi:10.1109/WETICE.2006.27
5. Khoo ET, Merritt T, Cheok AD. Interacting with Computers 2009;21(1-2):76–87; doi:10.1016/j.intcom.2008.10.009
6. Schutter B de, Abeele V vanden. Meaningful Play in Elderly Life 2008; www.bobdeschutter.be/wp-content/uploads/job_application_repository/bob_de_schutter-sample-meaningful_play.pdf; retrieved May 16, 2014
7. Vetere F, Davis H, Gibbs M, Howard S. International Journal of Human-Computer Studies 2009;67(2):165–178; doi:10.1016/j.ijhcs.2008.09.004
8. Abeele V vanden, Schutter B de, Geurts L, Desmet S, Wauters J, Husson J, Van Audenaeren L, Broeckhoven F van, Annema J-H, Geerts D. Communications in Computer and Information Science 2012;280:82–86; doi:10.1007/978-3-642-33814-4_14

Keywords: work and leisure, health & self-esteem, games, empowerment
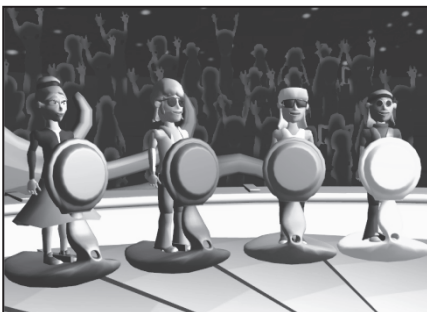*Address*: KU Leuven Campus Groep T, A. Vesaliusstraat 12, 3000, Leuven, Belgium
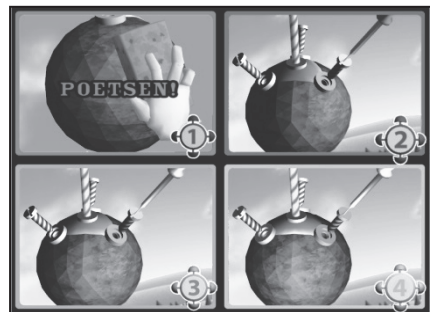*E*: b@bobdeschutter.be

Figure 1. Folklore game

Figure 2. Poetsen