

Identify a real world design problem you have observed your surroundings or environment. This problem could be political, local, systemic, or even related to your school. After some initial brainstorming, you will add structure to your ideas by completing the following ideation scenarios.

1 User: *Identify the user, based on the target user group.*

Memovia is a game for people who suffer from short-term memory, people who are interested in general knowledge trivias, and general people who enjoy playing brain games.

2 Context: *Describe context or situation in which the problem exists*

Some people have the capacity of holding only a small amount of information for a short period of time.

3 Motivation: *Describe an incident or condition that motivates the use of the solution.*

Memovia is a memory and trivia game that can help people practice, concentrate, and expand the ability to store the information on their mind longer.

4 Solution: *Show how they access and use the solution to address their need.*

First you play a memory game by matching tiles so that they disappear. After completing the memory game, you will reveal a picture which then reveals a trivia question. To go to the next level of the game, you will need to answer the trivia correctly in the allotted time.

5 Outcome: *Describe the outcome of the situation – the payoff, the problem solved, and the happy user.*

By playing the Memovia game, the user is being challenged to memorize. This forces the brain to work and hence will improve memory.

Datasets:

1. Images: <http://webscope.sandbox.yahoo.com/catalog.php?datatype=r>
2. Jeopardy Questions:
http://www.reddit.com/r/datasets/comments/1uyd0t/200000_jeopardy_questions_in_a_json_file/