THE INVENTION OF BORED GAMES.

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Why this was invented

○ Most bored games where invented for education or for fun.

But these games where invented because Bradley started off in Lithography, but as he moved to a new town he learned how hard business was when he was invited to his old friends house. He and His friend played a game which gave him the inspiration to try something new, graphic design; leading to him starting his bored game company.

• There for it was created because he enjoyed doing it and needed a job to make money.

How was it utilized

◦ Bored games where utilized to bring family's together, to play with friends' or by your self. Some games where designed for education , compaction or just fun.

◦ Some people use games for small kids to learn new lings like brushing there teeth or using the bathroom…

◦ In the earlier years bored games where deigned for you to learn about the afterlife , learn about morals, a new subject or science.

Problems this innovation has faced

◦ This innovation has faced many problems like being to easy or to hard or having unclear instructions. It also faced the problem of being way to big and being made out of really heavy materials, it also face problems of flimsy boxes that they came in.

◦ If you had lots of games as a child you may remember 'Candy Land' or 'twister's box getting flattened and tapping it back together, well that in the industry was a pretty big problem. The boxes where really thin so they would flatten. The was they fixed this was they started making the boxes out of thicker material; fixing the problem fully.

◦ Another problem was popularity, making a game was hard work and it was even harder to find one that everyone would playing leading in so super cool fun games and some really boring ones too.

Solution that helped this innovation [modern]

- They fixed the boxes to make them stronger and made the bored games itself better and stronger.

- They made bored games have interesting by adding in textures or fun details like little homes, housing and buildings also mountains.

- They made game more relatable to technology by adding debit cards and making the games work on you phone.

In 25 years from now how could this problem be utilized

◦ I think that bored games will not go extinct because classroom and people still use and buy them, instead just less popular due to cell phones and electronic devices with games on it replacing bored games. But as time goes on I do think bored games will go extinct because the popularity of certain games like 'words with friends' where you can login and play with friends or 'candy crush' which is known for it being super addictive.

Making the game smaller and more transportable.

using a different material for the bored to make it smaller, ex foldable plastic mats

A digital aspect [instead of roling or spinning using a digital product

Getting ride of the money and replacing it with debit cards [similar to monopoly]

Turning this game into a digital app where you could still play with your friends and family jus with a distance away

Images cited

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