Welcome to Co-Box!

Co-Box is a special activity box that will help you to design a new video game with researchers and designers from Carnegie Mellon. The video game we are creating together is being designed for kids just like you. We'd like you to help us design it because you know best the games that you enjoy playing! Your answers to each of these activities will help us with big ideas and little ones, from how the game looks, to the story it tells, even to the characters you'd like to see!

What's a Co-Bot?

Co-bots are robots that are designed to work closely with humans. That means that the robot has to share space with humans and work together. Our game will contain a co-bot and we want your opinions about what a cool way to work with these new robots might be. We can't wait to see what you dream up!

How Does it Work?

Each box we send you will have game design activities that allow you to work with the game designers at Carnegie Mellon University. When you're done with an activity, you can upload your work using your special Designer ID Code on our app at: cobox.me. This app works on a cellphone, so you can upload everything you need!

Ready to Get Started?

Turn this card over to get your special Designer Id Code!
Build a Co-Bot

Games need characters. One of the characters in our game will be a *co-bot*, and we need your help to decide what our co-bots will look like.

1. Take the air dry clay out of the package and make it into what you think a co-bot should look like.

2. When you are done making your co-bot friend, upload a picture of them to the app.

3. Upload a voice message telling us all about your co-bot. What’s their name? What can they do? What do they help you with?
Many co-box activities will ask you to take a picture or record your voice. Let’s try it out!

1. Go to cobox.me using a computer, tablet, or cell-phone.

2. Type in your Special Designer ID that’s in the purple box. Save this Card and don’t lose your ID. You’ll need it to log into the app!

3. Click on Getting Started.

4. Follow the directions to upload pictures (📷) and audio ( микрофон ).

Once you’re done with the practice activity, you can move on to activity #1!

If you have any trouble, just send an email to:

P3G-project@lists.andrew.cmu.edu
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Games tell stories. Help us create the story of our game by imagining that you and your co-bot are the stars.

1. You and your bot are needed for an important job. What's the job? How do you get it done? You can write some ideas on the back of the card.

2. Turn it into a story. How does it begin? Is it easy or hard to work with your co-bot? How does the story end?

3. Tell us the story of your game by uploading a voice recording to the app!
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Picture your game. Once we understand the story of a game, we need to figure out how it should look.

1. Use the back of this card or a separate piece of paper to draw us a scene from a video game that stars your co-bot!

2. When you're ready, upload a picture of your scene to the app.

3. Send us a voice message to tell us all about your scene!
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You know the games you like. We want to play the games you tell us to try!

Think of a game that you play the most, and really enjoy. It doesn’t have to be a videogame.

Then tell us why the Research Team should play it! We’ll play as many games as we can.

Upload a voice recording to the app, and tell us what we should play!
YOU CAN USE THIS SPACE TO WRITE DOWN IDEAS!
Games can help us think about the future.

It’s 2035, and you’re a grownup. How do you spend your day?

Would you have a co-bot? What would they help you with? What can they do?

Tell us about your future with co-bots by leaving us a message on the app!
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