Center for Learning Sciences
EPFL LEARN
BY NC SA
action innocence

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Parade

Edge
20 min. max

This card features a grey top half and a black bottom half. It has a red border and contains a red crossed-out smartphone icon. The text 'Parade' is at the top, and 'Edge 20 min. max' is at the bottom. Lock icons are in the corners.

Parade

Edge
20 min. max

This card features a grey top half and a black bottom half. It has a red border and contains a red crossed-out smartphone icon. The text 'Parade' is at the top, and 'Edge 20 min. max' is at the bottom. Lock icons are in the corners.

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20 min. max

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Parade

Edge
20 min. max

This card features a grey top half and a black bottom half. It has a red border and contains a red crossed-out smartphone icon. The text 'Parade' is at the top, and 'Edge 20 min. max' is at the bottom. Lock icons are in the corners.

AD BLOCKER

Bloque toutes les
attaques Publicité

This card has a blue border and a diagonal split background (grey top-left, black bottom-right). It features a blue crossed-out smartphone icon. The text 'AD BLOCKER' is at the top, and 'Bloque toutes les attaques Publicité' is at the bottom. Lock icons are in the corners.

MODE AVION

Bloque toutes les
attaques Notification

This card has a green border and a diagonal split background (grey top-left, black bottom-right). It features a green crossed-out eye icon. The text 'MODE AVION' is at the top, and 'Bloque toutes les attaques Notification' is at the bottom. Lock icons are in the corners.

ZONE BLANCHE

Limite toutes les
attaques Autoplay à
20 min.

This card has a red border and a diagonal split background (grey top-left, black bottom-right). It features a red crossed-out smartphone icon. The text 'ZONE BLANCHE' is at the top, and 'Limite toutes les attaques Autoplay à 20 min.' is at the bottom. Lock icons are in the corners.

DUMBPHONE

Bloque toutes les
attaques Scroll
infini

This card has a purple border and a diagonal split background (grey top-left, black bottom-right). It features a purple crossed-out smartphone icon. The text 'DUMBPHONE' is at the top, and 'Bloque toutes les attaques Scroll infini' is at the bottom. Lock icons are in the corners.

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Parade

Écran cassé

Parade

Écran cassé

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Écran cassé

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Parade

Écran cassé

Parade

Edge
20 min. max

Parade

Edge
20 min. max

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Parade

**Cookies
bloqués**

Parade

**Cookies
bloqués**

Parade

**Ne pas
déranger**

Parade

**Ne pas
déranger**

Parade

**Ne pas
déranger**

Parade

**Ne pas
déranger**

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**Ne pas
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**Ne pas
déranger**

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Attaque

Autoplay

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Parade

Cookies bloqués

Parade

Cookies bloqués

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Cookies bloqués

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Cookies bloqués

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Attaque

Notification

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Notification

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Scroll infini

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***Computer As
Persuasive
TechnOLOGY**

Terme qui désigne l'étude de l'informatique et des technologies numériques comme outils d'influence et de persuasion, créé par le chercheur B.J. Fogg en 1996, fondateur du *Persuasive Technology Lab* à l'Université de Stanford.

Mission

Vous êtes concepteur d'applications mobiles. Vous devez donc vous assurer que vos potentiels utilisateurs-rices passent le plus de temps possible sur leur smartphone, afin de récolter un maximum de données. Vous créez, programmez et utilisez pour cela des fonctionnalités efficaces telles que les notifications, le scroll infini ou l'autoplay, et lors du temps passé dans ces applications, vous exposez vos utilisateurs-rices à des publicités ciblées qui sont votre principale source de revenus.

Arrivez-vous à faire en sorte que chacune de vos adversaires atteignent 200 minutes de connexion, sans atteindre vous-même ce score?

Règle du jeu

2 à 5 JOUEUR-SE-S

Distribuer 6 cartes par personnes, le reste constitue la pioche au milieu. C'est la personne qui a été la première à posséder un smartphone qui commence, puis le jeu se déroule dans le sens des aiguilles d'une montre. Commencer chaque tour en piochant une carte. Il est ensuite possible d'attaquer un-e adversaire en posant une carte Attaque face visible devant lui. Lors des tours suivants, cela permet d'accumuler des minutes de connexion en posant sur cette carte Attaque des cartes-points correspondantes. Pour se défendre, chaque joueur-se peut poser la carte Parade correspondante en haut de la pile. Plusieurs types d'attaque peuvent être menées en parallèle, il est donc possible d'avoir jusqu'à 4 piles de cartes devant soi. À chaque tour, il faut donc piocher une carte, puis se débarrasser d'une autre pour avoir toujours 6 cartes en main, soit en attaquant, soit en se défendant. Si aucune de ces opérations n'est possible, on rejette alors une carte de son choix sous la pioche. Les 4 cartes spéciales sont des parades à un type d'attaque valables pour toute la durée de la partie. Poser une carte spéciale donne le droit de rejouer. La première personne qui atteint 200 minutes de connexion a perdu.

Mémo

Cartes Attaque chaque carte attribuée à un adversaire permet au tour suivant de poser des cartes-points pour faire augmenter ses minutes de connexion

Cartes Parade chaque carte permet de contrer un type d'attaque, et empêche de poser des cartes-points

Cartes spéciales chaque carte permet de contrer un type d'attaque pour toute la partie

Cartes-points: comptabilisent les minutes de connexion

Attaque

Publicité

Attaque

Publicité

Attaque

Publicité

Attaque

Publicité