

FoonFabels

A story game about smartphones
for children and parents



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Sparking positive and constructive conversation

Children grow up in a world where digital devices are all around. Most children get their first smartphone between the ages of 8 and 12. Conversations about smartphones between children and parents rarely happen spontaneously. And when they do, they are often initiated by parents, and about restrictions or undesirable behavior. The challenge of this graduation project was to spark conversations about smartphones between children and parents in a more open, equal, and positive way.

Exploring smartphone topics together

FoonFabels is a collaborative storytelling game for children and parents to explore bizarre stories related to smartphones. The game starts with a story featuring a bizarre situation. Players then imagine how the story continues by drawing, writing and presenting their ideas to each other. After this fun, creative activity, players discuss questions related to the story's themes. The questions are designed to encourage open, non-judgemental and constructive answers.