

Written report

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This passage tells us about where twister came from, why we chose it as our educational game, and how it is better than the original version.

Origins

Twister is a game of physical skill produced by Milton Bradley Company and Winning Moves Games USA. It is played on a large plastic mat that is spread on the floor. The mat has six rows of large colored circles on it with a different color in each row: red, yellow, green, and blue. A spinner is attached to a square board and is used to determine where the player has to put their hand or foot. The spinner is divided into four labeled sections: left foot, right foot, left hand, and right hand. Each of those four sections are divided into the four colors (red, yellow, green, and blue). After spinning, the combination is called (for example: "right hand yellow") and players must move their matching hand or foot to a circle of the correct color. The game promotes itself as "the game that ties you up in knots". Due to the complexity of moving your hand or leg around in an awkward movement while trying to avoid the people playing with you

In 1964, Reyn Guyer owned and managed a design company which made in-store displays for Fortune 500 companies. While working on designing a promotion for his client, the S.C. Johnson Company, his son, Reyn Jr , developed the idea that a game could utilize people as playing pieces on a life-sized board. His first attempt he called "Kings Footsie", but when he showed it to the 3M Company, who had a line of up-scale board games, they rejected the idea. Charles Foley was a respected and successful toy designer for Lakeside Industries in Minneapolis and answered an ad for an experienced toy designer by Reynolds Guyer Sr. of

Guyer Company. Foley interviewed with Reyn Guyer Sr. and his son, Reyn, who were interested in product development within the toy business. After interviewing Foley, Guyer and his son discussed the possibility of starting a small division of the company in product development. His father agreed, for a short term, to support his son's idea for product development, and hired Foley, who negotiated a royalty agreement with Guyer Company for all games and toy items designed by Foley. Guyer Company agreed, and officially hired Foley. Foley hired Neil Rabens, an accomplished product design artist with an art degree from the Minneapolis School of Art and Design. The game ideas ranged from small kids' games to word games for adults. Foley had an idea for utilizing people as a part of the game idea, "a party game". Rabens had the idea to utilize a colored mat, allowing people to interact with each other, in a game idea he had developed while a student in design school. Foley saw the idea and developed the concept for having the colored dots line up in rows, and, with a spinner, created the idea for calling out players' hands and feet to the colored dots called out from the spinner. This would create a tangled-up situation between two people, and the one that falls first would lose. With the support of Reyn Guyer Sr. and his son, Charles Foley and Neil Rabens submitted patents and trademark rights for what was originally called "Pretzel". Foley, with his extensive experience in the toy industry, called on his good friend, Mel Taft, Sr. V.P. for Milton Bradley in 1966, for a product idea presentation. Milton Bradley embraced the idea for the "Pretzel" game but renamed the game "Twister".

In 1984, Hasbro acquired the Milton Bradley Company, becoming Twister's parent company. The Reyn Guyer Creative Group continues to work closely with Hasbro to develop and market new additions to the line of Twister products.

Wikimedia Foundation. (2021, June 1). *Twister (game)*

What advantages does twister bring to children.

Twister builds basic motor skills such as coordination and balance, and experts point to the benefits of the simple game play for building socialization skills. Children learn to negotiate rules, take turns, and challenge each other. They develop problem-solving skills.

Children have a notoriously short attention span and are known to lose interest in anything less than captivating in a matter of minutes. This is why conventional teaching methods don't work well with students and teens as they will find it boring.

They don't respond well to getting spoken to endlessly and asked to do task after task. That is why interactive games for children are one of the best ways to teach. They are a great way to keep lessons fun and interesting.

Not only are they an excellent way to keep children engaged with their studies– but it also comes with a whole host of other benefits for them. They help to develop the necessary skills for their future while providing a wonderful source of excitement and entertainment.

One of the best things about interactive games is that it often requires children to work with their hands or bodies in some way. Physical games such as Twister help to strengthen core muscles, improve balance and strength, as well as improve their hand-eye coordination. It also encourages focusing with their brains while undergoing physical exertion – further strengthening the bond between their body and brain.

Board games also allow children to actively think about their next move and that helps them to challenge their mind.

This helps them mentally develop and can also prove handy for children that have attention difficulties. As children, we would naturally feel competitive and winning would be incentive enough for them to be interested in the game. Moving up and being better than the rest of the competitors will then encourage them to put their best effort into the game.

Another wonderful benefit of interactive games for children is helping them to develop their social skills. Games often require teamwork and teaches children to work together, cooperate and learn to trust one another.

Social skills are an important developmental milestone that will help your children throughout their lives, and interactive games from a young age can give them a great foundation to build upon as they grow.

One of the most important things in life is having a solid friendship base, and learning how to interact and form relationships is an essential skill for little ones to develop.

Interactive games help children to work out how to gracefully accept both losing and winning, they form a sense of sportsmanship and discipline. It provides a platform to teach them how to interact with both adults and people their age – learning how to successfully form relationships as they go.

Teaching children is no easy feat, and their high energy levels and short attention span can make it incredibly hard to keep them interested in learning as well as putting their best effort into the things they do.

The Benefits of Interactive Games for Children. Blog Miniland Educational USA. (2021, June 15).

<https://usa.minilandeducational.com/family/the-benefits-of-interactive-games-for-children/>.

What's been done to Twister so far.

Our twister is purposed to help children learn and understand the safety rules and allow them to have a fun and entertaining game during free time, have fun while learning.

There have not been many attempts to make twister an educational game on top of its original purpose. There is a scrabble twister and a twister for fingers. These do help educate children. However, scrabble is a really difficult game to play and if you don't know the scrabble dictionary well/do not know it at all, that makes the game almost impossible to play for long. Twister for fingers will help train the agility and flexibility of fingers, but that does not help out that much.

What we are doing to twister is that we are adding what students and children have already learnt in school, making it a source of revision while having fun. This works better as it is just reinforcing what students had learnt in school and helping them revise for examinations, further benefiting them. All together it would train the players' muscles, hand-eye coordination and also focusing with their brains while undergoing physical exertion – further strengthening the bond between their body and brain. While trying to win the game, it will teach them on how to focus on both physical and mental together

Our twister game can also help the children in learning safety rules and this game can help them bond with their parents. Most importantly, game is for fun, it can also help the students to release stress and have a fun time playing the twister game during their free time.

We have purchased a mat from the internet and we also purchased materials such as discs to make our own unique twister.

What we are adding to twister.

We will be adding a slight twister to the original twister we are all familiar with. However our twister will not only help the children learn physically but also mentally. We will have different questions on science on certain dots. People who are supposed to put their hand over that, will have to answer the question and when they can answer it, they will be allowed to place their hand on the dot and will earn a point. First to reach ten will win.

Especially during the pandemic now and people are trying to stay at home more often, there will be more people trying our game and working out a sweat.

The mat dots on the mat will also be changeable as we would include extra mats for the users to change

Bibliography

Wikimedia Foundation. (2021, June 1). Twister (game). Wikipedia. [https://en.wikipedia.org/wiki/Twister_\(game\)](https://en.wikipedia.org/wiki/Twister_(game)).

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