



UX Core Bias Research Game

The purpose of this game is to get familiar with cognitive biases and learn how to spot them in our everyday life. The student has to read the bias name and recall the situation where the bias could occur. It is not necessary to remember an example written in the UX Core or the precise description of it. The student can come up with examples from their own life or the life of someone else.

The game ends when the student can come up with a single short example of each bias in real life.