ipro329 Edutainment
Using computer games to facilitate learning...
Outline

- Mission
- Products
- Describe process with examples
- Summary
- Questions
Mission

- Edutainment
  - Educational
  - Entertaining
- Create computer games that teach
- Facilitate learning through fun and interactive environment
The first 3D computer game about financial aid

Spring 2004
2002 Harris Poll: ~72% of youth and parents are not aware of basic sources of financial aid such as scholarships, loans, and grants

- Educate players about various forms of aid
- Simulate real world situations
- Interactive 3D world
Scholars of the Lost Exhibit

Spring 2004
2003 state by state assessment of 4th graders
- 38% of students below basic reading standards
- 24% of students below basic math standards
Multi-subject game with a museum theme
Teach and reinforce concepts in a student’s curriculum
In-depth storyline
Pipeline Process

- Business-like approach
- Use a pipeline model

Phase I

Create, analyze research, and select game ideas based on successful gaming criteria

Phase II

Using iterative methods, the game is brought from preliminary design to final development

Phase III

Through various outlets, the game is introduced to the public and any legal issues are resolved.
Phase I

- Criteria
- Brainstorm
- Selection
- Research
Phase I – Criteria Example

- Overlapping criteria create a marketable product

Diagrams showing overlapping criteria such as Replayable, Educational, Marketable, Competitive, and Fun.
Phase II

- Design
- Development
- Testing
Phase II – High Level Design

- Provides foundation for lower level design and development

- **Intro Animation** (Bus Scene)
- **Login Screen**
- **Museum Lobby** (Beginning of Game)
- **Corridor** (Enter)
- **User enters 1 of 4 wings**
- **Corridor** (Exit)
- **Museum Lobby** (End of Game)
- **Exit Animation** (Classmate Liberation Scene)
Setting: Museum Field Trip

- Class field trip to museum
- Player gets separated from their class
Main Hall

- Try to find class
- Meet variety of characters
- Explore four wings of the museum
  - Math
  - Science
  - Language Arts
  - Social Studies
Museum Wing

- Meet a boneless dinosaur
- Agree to help recover his bones
- Explore the exhibits
Exhibit

- Exhibit filled with artifacts and inanimate objects
- Teaches material
- Games and activities reinforce material
- Receive Key
Entering Sibling's Den

- All keys of a wing are used together to enter the evil Sibling’s Den
Sibling’s Den

- Challenges player to battle of knowledge
- Tests all knowledge learned from exhibits
- Incorporate all games in the wing
- Failure to win results in losing keys
Saving the class

- Complete all four wings
- Recover all bones of the dinosaur
- Four siblings have captured the class
- Must pass the final challenge in order to save the class and be the hero
Phase II – Storyboarding

- Storyboarding and screenshots evolve into paper prototypes.
Phase II

- Design
- Development
- Testing
Phase III

- Marketing
- Rollout

Phase I
Create, analyze research, and select game ideas based on successful gaming criteria

Phase II
Using iterative methods, the game is brought from preliminary design to final development

Phase III
Through various outlets, the game is introduced to the public and any legal issues are resolved.
Phase III – Marketing & Rollout

- Published Website
- Trademark
- STC Competition
IPRO Experience

- Operate like a business
- Time management
- Responsibility
- Utilize team member and resources
  - Effectively
  - Efficiently
Summary

- Pipeline process allowed us to work on two products at once
- Completed and published CollegePursuit
- Laid the foundation for next term
Looking forward

- Continue Development on Scholars
  - Further design details
  - Further design individual games
  - Begin programming
  - Conduct initial user testing
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Questions?

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