

I PRO 329:

# EDUTAINMENT

Educating and entertaining one game at a time

Designers of award winning



# Presentation Outline

- Introduction
- Design & Development
- Demonstration
- User Experience



# Introduction

# IPRO 329 Overview

- Mission Statement:
  - “To develop computer games that educate as well as entertain”
  
- Past Games:
  - *Credit Safe*
  - *College Pursuit*

# Current Game

## *Scholars of the Lost Exhibit*

- Began Fall 2004
- Audience
  - 4th & 5th graders
- Learning Aid
  - Math
  - Science



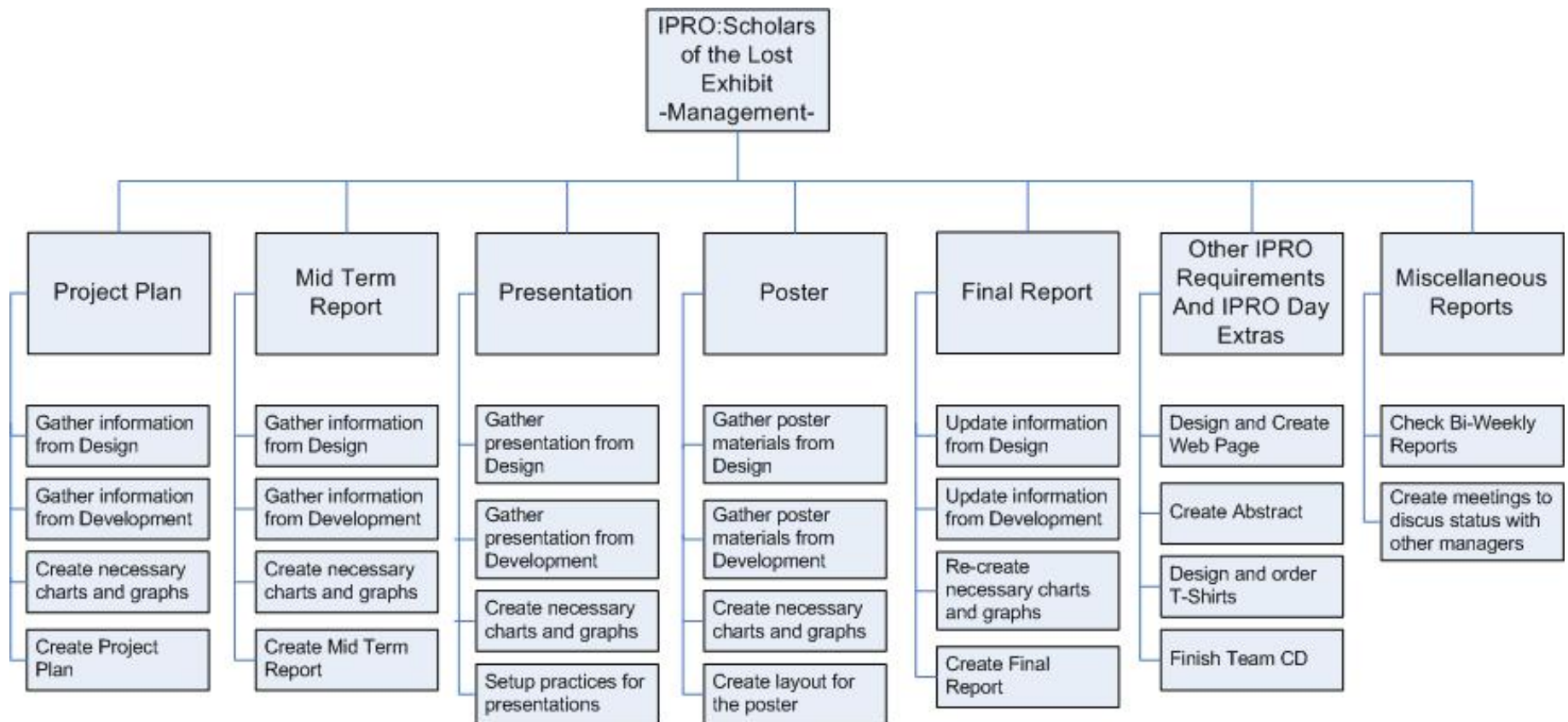
# Project Goals

- Competitions
  - Society for Technical Communication (STC), October 13th, 2006
  - Independent Games Festival (IGF), November 10th, 2006

# Project Planning

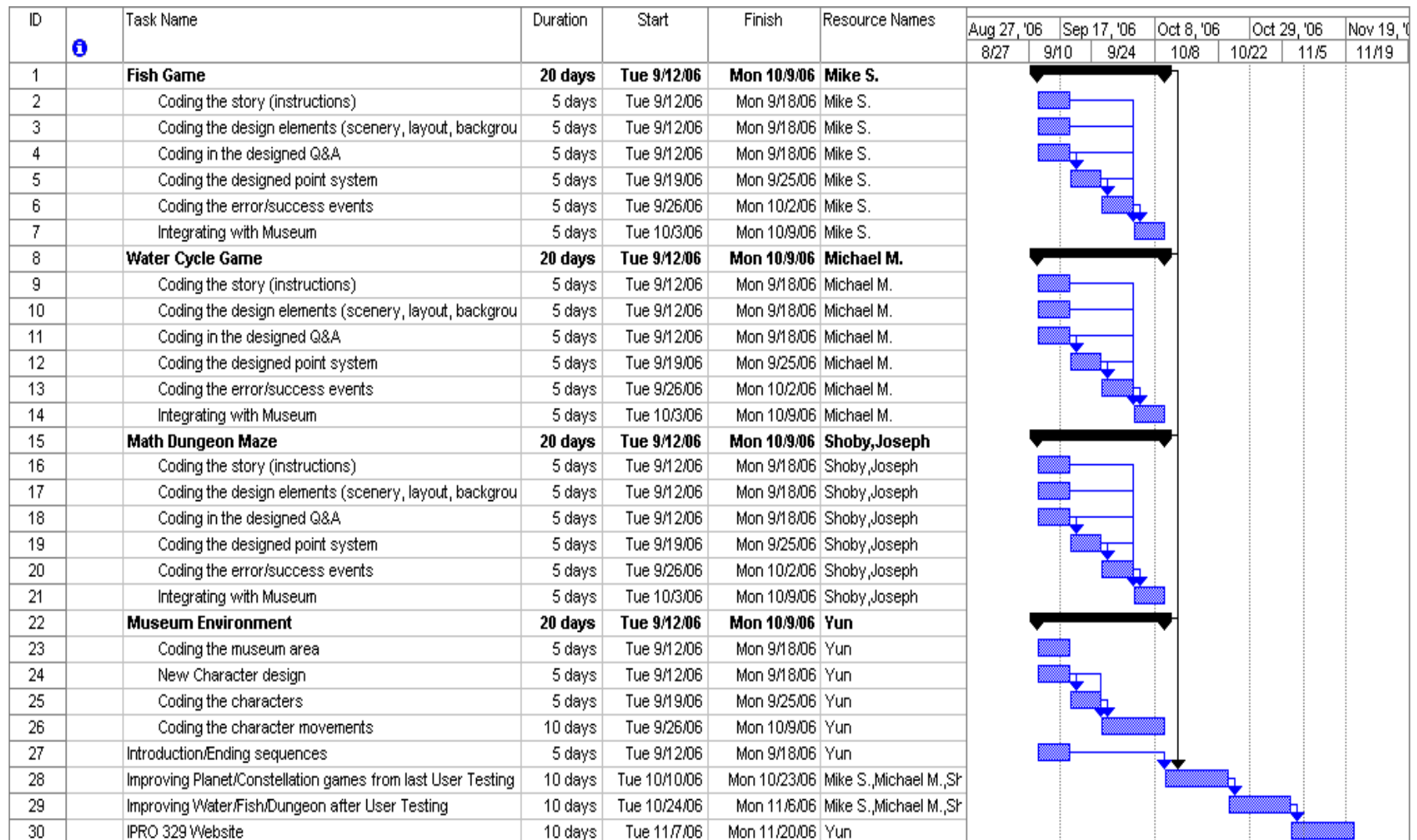
- Organized into subteams
  - Management
  - Design & User Experience
  - Development
- Work Breakdown Structure (WBS)
- Gantt chart

# Sample WBS





# Sample Gantt Chart

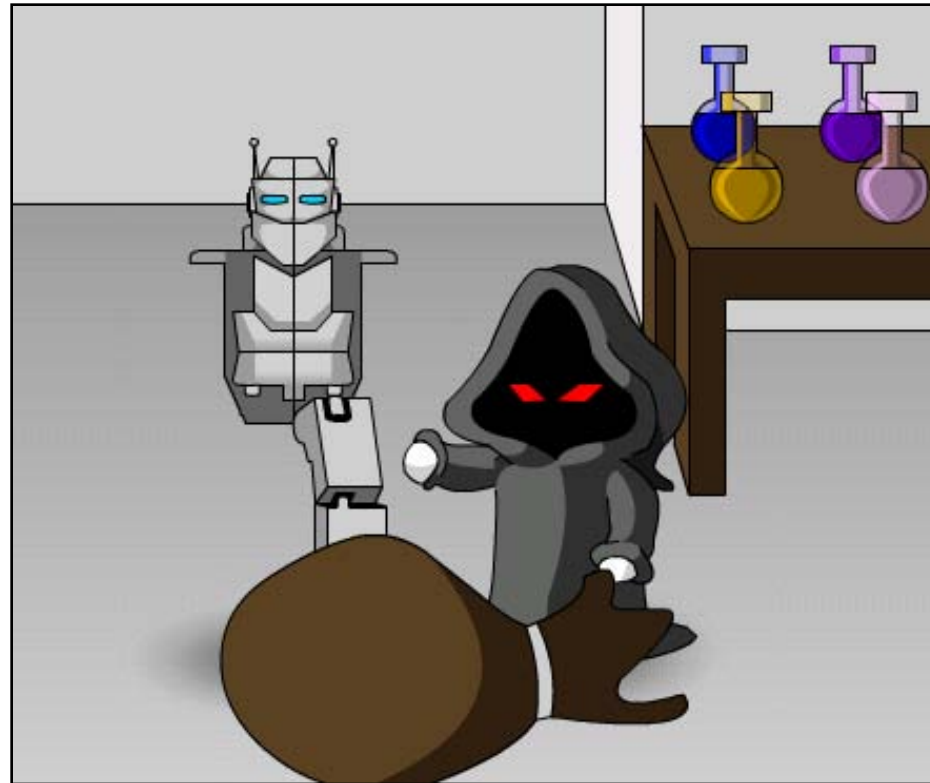




# Design & Development

# Plot Outline

- A field trip turns into an adventure when a professor's robot is stolen



# Subgames

- Fish in the Fountain
- The Constellation Exhibit
- The Planet Exhibit
- The Water Cycle Exhibit
- A secret, hidden Dungeon



# Previous Semesters

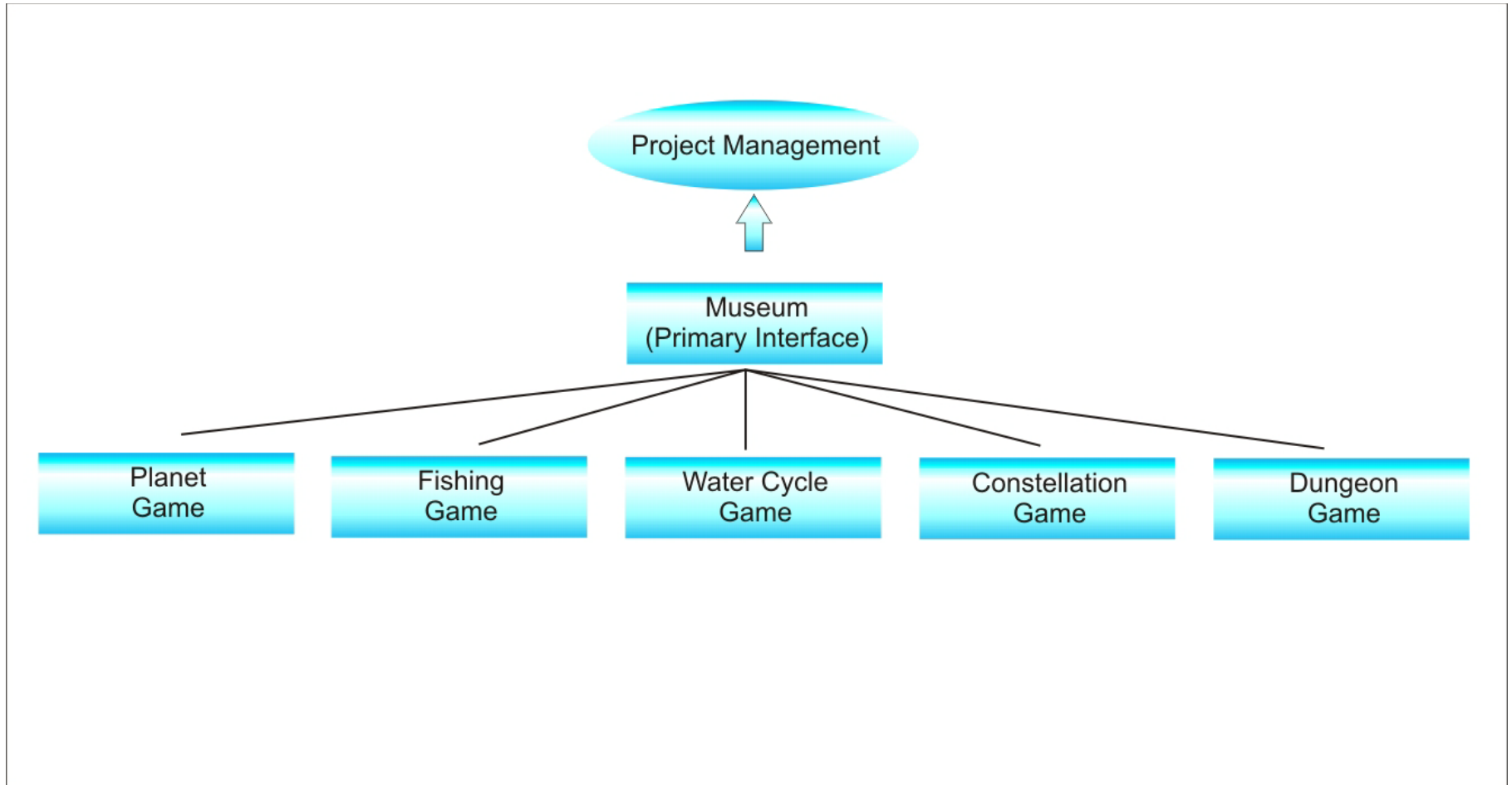
- Created concept designs
- Started code work
  - Museum element
  - 2 subgames
- Organized hierarchical structure

# This Semester

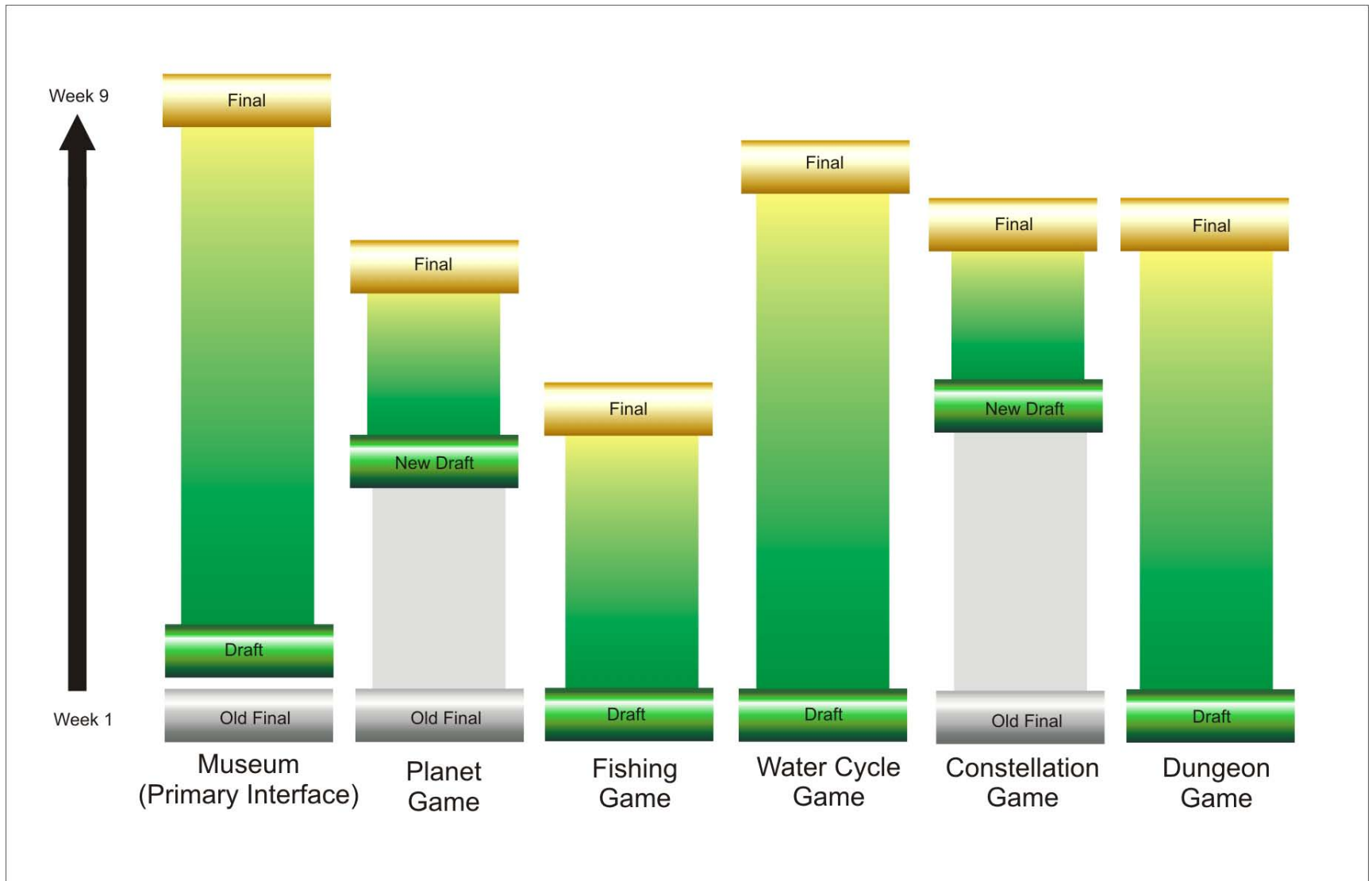
- Interfaces
- Graphics
- Packaged for publication

# Development Hierarchy

Peer-reviewed, parallel, independent



# Development Timeline





# Development

- Museum
  - Interface for the whole game as player
  - Bridge for linking subgames
  - Most complex to develop



# Development (Cont.)

- Subgames
  - Introduced new games
  - Developed planned games
  - Updated graphics and playability
  - New scoring systems and a reward certificate

# Development Attributes

- Fast
- Stable progression
- Productive content creation
- Macromedia Flash was the development platform throughout the semester

# Final Product

- Final Product
- CD Box – Donated to IPRO
- Printed CD, Printed jewelcase
- Ready to install on any PC

# Demonstration





# User Experience

# Usability Testing



**14 fourth graders playing the game in groups of two**

# User Experience Insights

- Strengths
  - Intuitive
  - Supported Team-Play
- Improvements
  - Unsatisfying Ending
  - Repeat Questions



# Intuitive

- Little reliance on written instructions
- Didn't need help from us



# Supported Team-Play

- Mini-games support team play
- Both players help answer questions



# Unsatisfying Ending

- Unrealistic
- Not challenging enough



# Repeat Questions

- Non-randomized questions
- Small question database





# Conclusions

# Next Semester

- New game
  - Design
  - Development
  
- *Scholars of the Lost Exhibit*
  - Improve
  - Market

# Acknowledgements

- Jewelboxing Inc.
- Dr. Susan Feinberg
- Mark Sheridan Math & Science Academy
  - Asst. Principal Jean Sachs
- All Current & Previous IPRO 329 Students
- IPRO Office
- All of our guests today!

The background is a solid blue color. At the top, there are two stylized white clouds with soft, rounded edges. The cloud on the left is partially obscured by a dark blue rectangular shape that extends from the left edge of the frame. The cloud on the right is fully visible.

# Questions