

IPRO 329 Mission

- Educate through entertainment
- Use computer games and technology to make learning fun and effective
- Meet national need to create better educational tools

Scholars of the Lost Exhibit

- Targets 4th grade students
- Teaches areas of core subjects, i.e. math and science, that are traditionally difficult to teach
- Provides an immersive environment and engaging story to keep the players' attention
- Contains exhibit mini-games with high replay value to promote learning by repetition

Methodology

- Followed a game development pipeline process devised in the Fall 2004 semester
- Each phase can be reiterated and can also be executed in parallel with other phases
- This semester we have divided into four subteams to work on different parts of the pipeline and game

User Experience

Conducts user tests to gather requirements for a successful game

Design

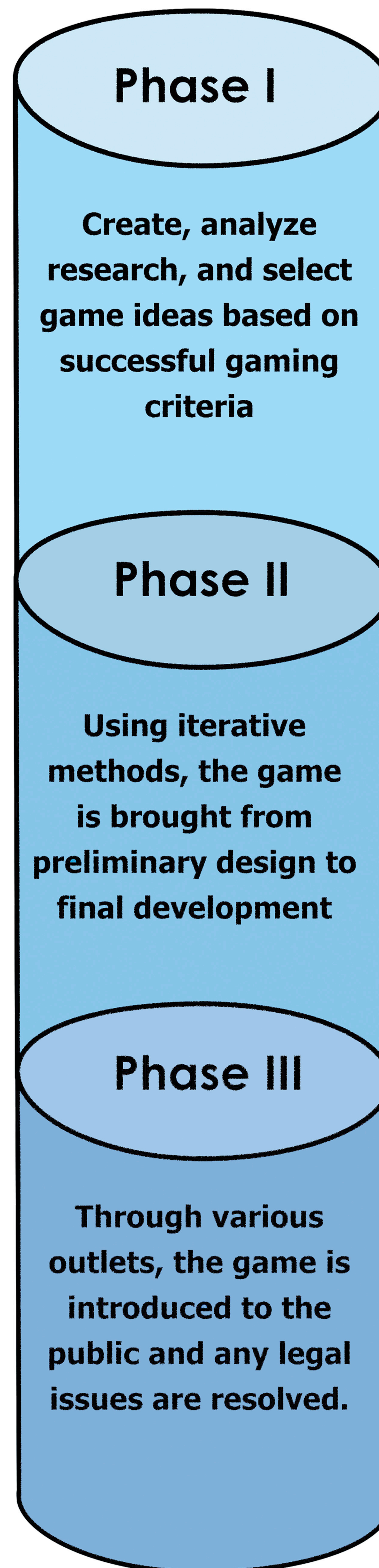
Creates game dynamics, flow, characters, and storylines

Development

Programs and implements the work of the design team

Management

Responsible for facilitating communication, organization, business aspects and marketing



Game Development Process Pipeline

Criteria
Brainstorm
Selection
Research

Design
Development
User Testing

Marketing
Rollout

Semester Goals & Approach

User Experience

Goals

- Phase I • Develop process for conducting user tests on students
Phase I • Research areas students need help in and students' interests

Approach

- Survey 3rd party games to conduct initial user test research
- Scout and establish contacts within elementary schools
- Obtain permission from Institutional Review Board (IRB) to conduct research

Design

Goals

- Phase I • Research areas students need help in and students were interested in

- Phase II • Design mini-games based on research

- Phase II • Design the museum environment, characters and story line

Approach

- Meet with User Experience and conduct Netnography for research
- Use story boards to represent of the story, environment, and mini-games

Development

Goals

- Phase I • Choose a development platform

- Phase II • Build a foundation for the game

- Phase II • Implement 3-D World and a mini-game

Approach

- Create discovery prototypes targeting topics of game development
- Design the foundation of the game
- Distribute design to individual team members to implement

Management

Goals

- Phase II • Track progress of team and maintain organization

- Phase III • Create marketing materials and deliverables for the IPRO

Approach

- Brainstorm, select and implement methods for tracking team progress
- Implement tools for online journaling and maintaining an online file repository
- Brainstorm and create promotional materials