DESIGNING GAMES FOR LEARNING

ПРОЕКТИРАНЕ НА ИГРИ ЗА ОБУЧЕНИЕ

Elena Paunova

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Introduction

• Serious games
• Serious games designing – interdisciplinary process
• Procedure for Serious games designing
• Choosing the learning content
• Created game
Procedure for Serious games designing

- **Stage 1**: Analyzing the literature
- **Stage 2**: Determination the target group and choosing the learning content
- **Stage 3**: Creating the background story
- **Stage 4**: Choosing the platform and the technologies for the game implementation
- **Stage 5**: Implementing the system
- **Stage 6**: Alpha and Beta testing
- **Stage 7**: Supporting the game after it’s release on the Internet
Requirements to the learning content

• To include the entire learning content from the curriculum
• To be various
• To be presented in fun and pleasant manner
• To provide curious information
• To be discussed with teachers
Creating the background story

• Genre
• Gaming situation
• Shown results evaluation
• Complexity Assessment
The created game

- Target group
- Background story
- Additional information
- Knowledge evaluation
- Increasing the school marks in the test-groups
Conclusion

• Seven-stage procedure
• Target group selecting
• Selecting the learning content
• The created game
Thank you!

Questions?
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