



Institute of Information and Communication Technologies

Bulgarian Academy of Sciences

DESIGNING GAMES FOR LEARNING

ПРОЕКТИРАНЕ НА ИГРИ ЗА ОБУЧЕНИЕ

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International Conference AUTOMATICS AND INFORMATICS'2013

Bulgaria, Sofia, October 3 - 7, 2013

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?

ACKNOWLEDGEMENT

This research is supported by projects

ALComIn "Advanced Computing for Innovation", grant 316087, funding by FP7 Capacity Programme, Research Potential of Convergence Regions (2012-2016)

and

COST TU-1102 Autonomic Road Transports Systems, funded by EC (2011-2014).

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