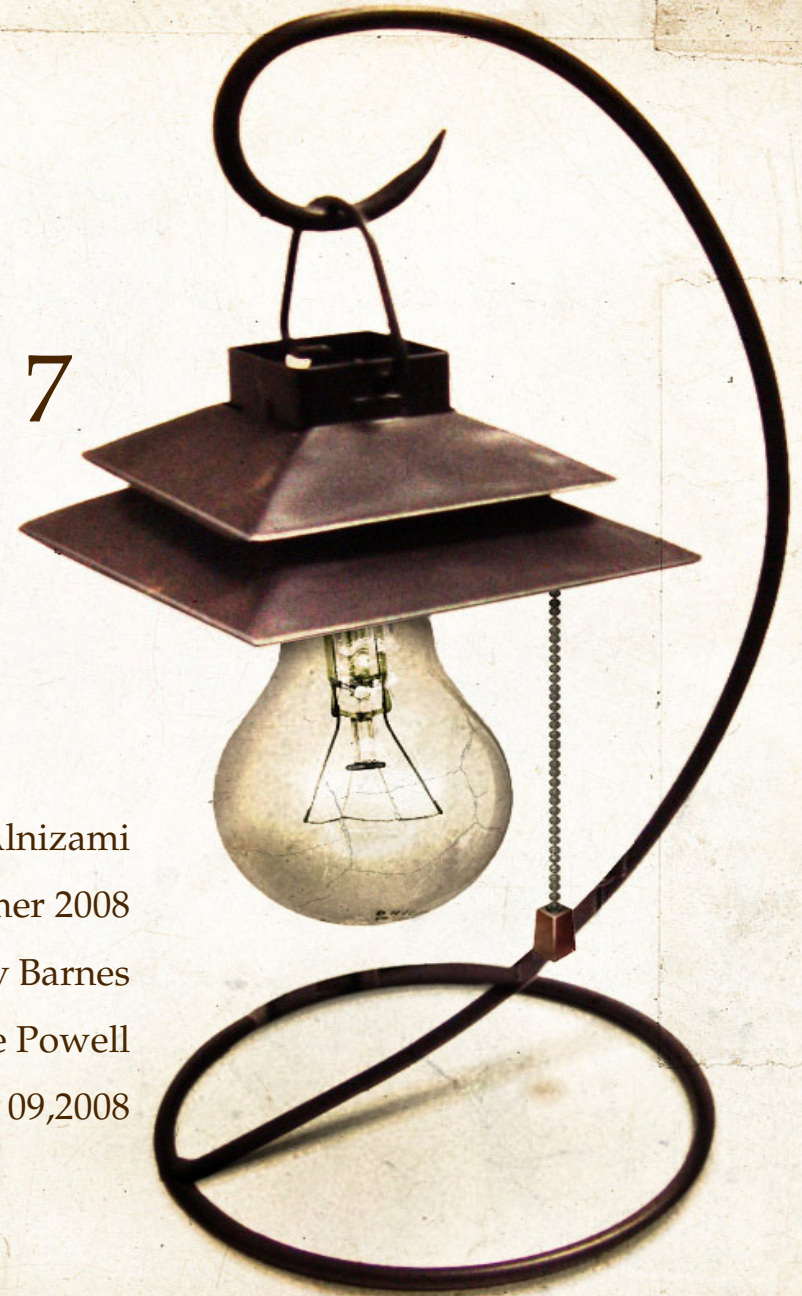# Presentation Week 7

Hanan Alnizami

CRA-W DMP Summer 2008

Mentor: Dr. Tiffany Barnes

Graduate Supervisor: Evie Powell

Thursday July 09,2008

Plans for week 7:

- Study old Dance Tool Interface

- Design new interface

- Java code

- Design environment objects

Lit Review:

Game2Learn: building CS1 Learning Games for Retention

Dr. Tiffany Barnes, Eve Powell, Amanda Chaffin, Alex Godwin

Dr. heather Ricther

University of North Carolina at Charlotte

Motivation:

- Job market demands

- Low Numbers of enrollment

Method:

- Retain students in CS:
  - Useful games
  - Capstone game courses
- Inspire new students and retain them
- Encourage advanced students

Game2Learn Project:

- Summer 2005

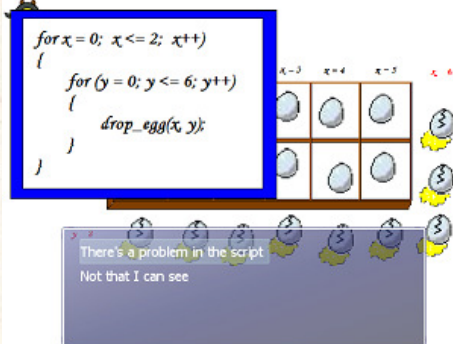- 10 week summer research experience

- Six Students

Table 1: 10-week Game2Learn Project Model

Weeks	Goal(s)
All	Read relevant literature & keep research blog
1-2	Learn game engines by building small games
3	Select concepts & write sample target code
4	Brainstorm learning games for the concepts
4	Storyboard promising game ideas
5-7	Implement game prototypes
8-9	Playtest with potential users
10	Write & present results & literature reviews

Saving Sera:

- Two-Dimensional


```
for x = 0; x <= 2; x++)
{
    for (y = 0; y <= 6; y++)
    {
        drop_egg(x, y);
    }
}
```

There's a problem in the script
Not that I can see

The Catacombs:

- Three-Dimensional

Playtesting: (1)Summer 2005

Questionnaire and pre-testing

Play games for 20 minutes each

Post-test and interview results

- 54% games could be used for HW

-Seriousness of the games

Playtesting: (2) Fall 2006

-37% good balance between quest and play time

-88% games are good HW assignments

-88% liked play quest or requested more quests

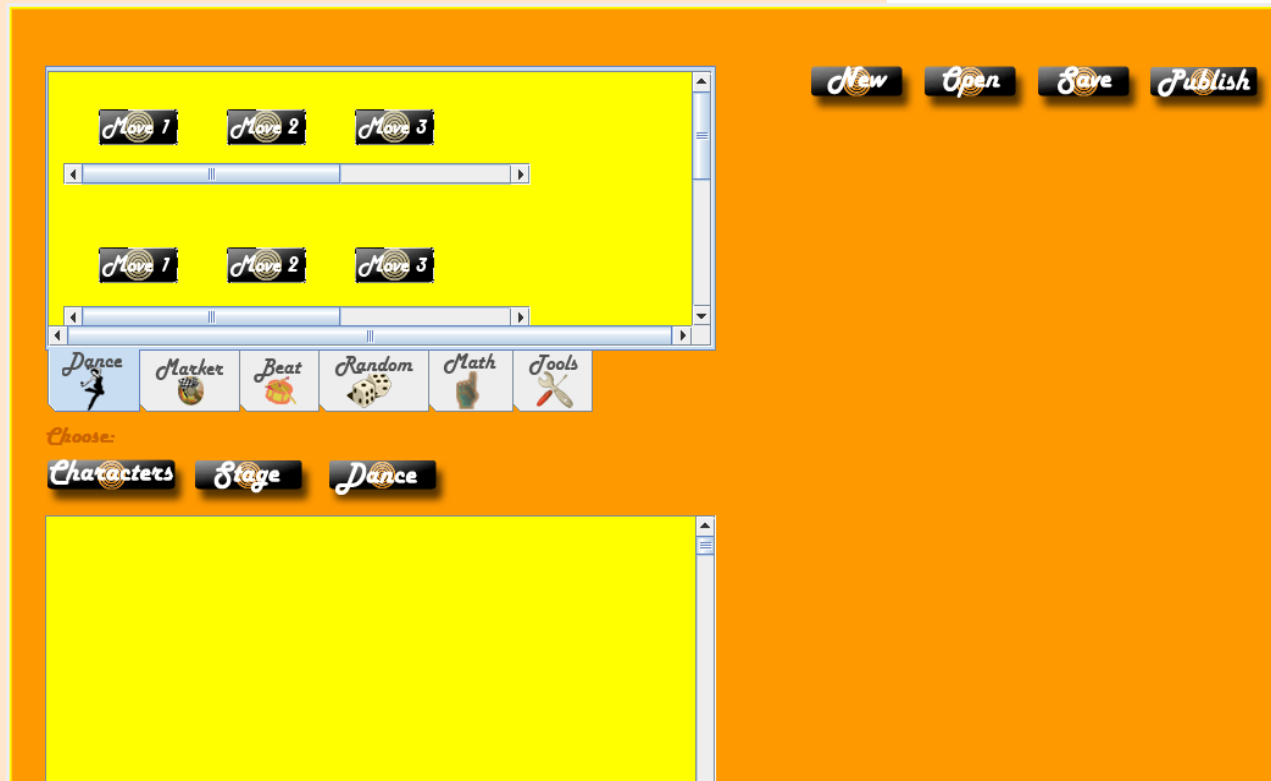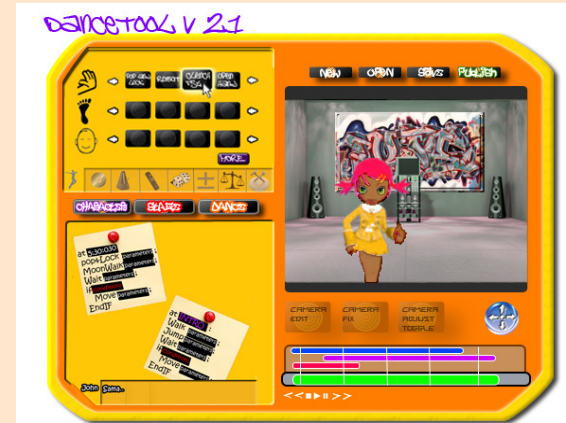# Future Plans:

• More feedback analysis and investigating
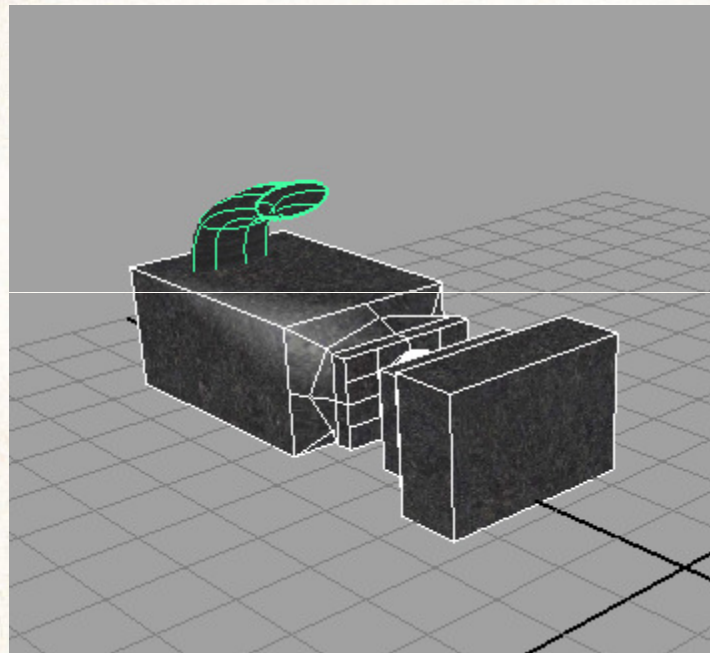
End of Lit Review

Accomplished:

- •Basic Interface Design

Accomplished (continue):

- Maya Modeling

Problems:

- Creating and implementing Timeline

- Complexity of Maya

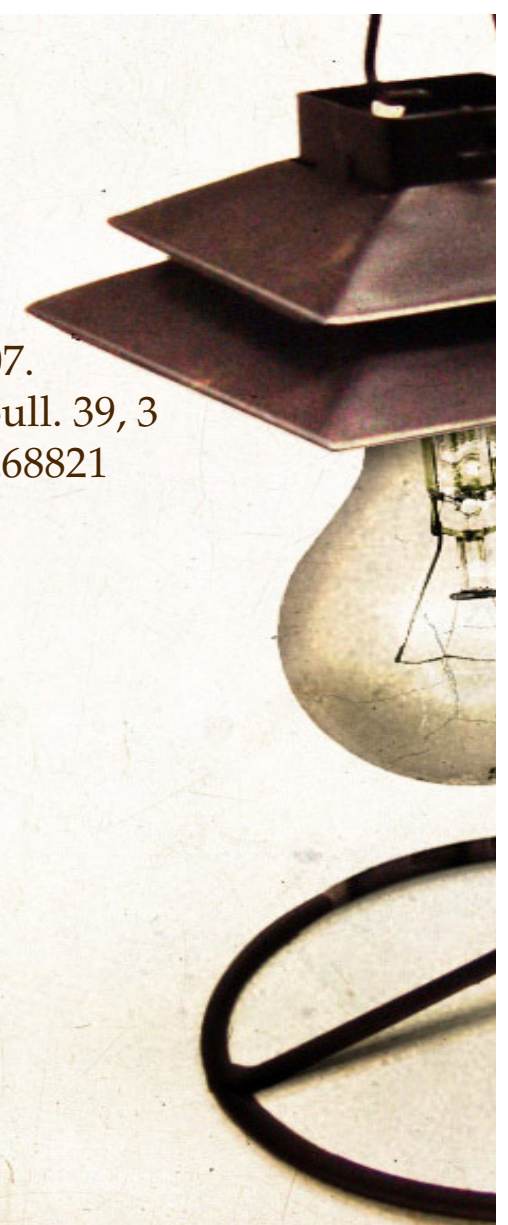- How I am going about it?

  -- Google

  --Forums

Week 8 Plans:

- Implement code

- Update Interface Design

- Update DMP website

References:

•Barnes, T., Richter, H., Powell, E., Chaffin, A., and Godwin, A. 2007. Game2Learn: building CS1 learning games for retention. SIGCSE Bull. 39, 3 (Jun. 2007), 121-125. DOI= http://doi.acm.org/10.1145/1269900.1268821

The End

- Any questions or comments?

Hanan Alnizami

DMP Summer Internship

Mentor: Dr. Tiffany Barnes

School: UNC Charlotte